Computing Curriculum Map 2021/22

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Reception	Online Safety	Taking photos and videos	Coding - Using programmable toys	Coding - Using programmable toys	Exploring Mini Mash	Exploring Mini Mash
Year 1	Unit 1.1 Online Safety & Exploring Purple Mash	Unit 1.3 Pictograms	Unit 1.5 Maze Explorers	Unit 1.7 Coding	Unit 1.8 Spreadsheets	Unit 1.9 Technology Outside School
Year 1	Unit 1.2 Grouping and sorting	Unit 1.4 Lego builders	Unit 1.6 Animated Story Books	Unit 1.7 Coding	Unit 1.8 Spreadsheets	Unit 1.9 Technology Outside School
Year 2	Unit 2.1 Coding	Unit 2.2 Online Safety	Unit 2.4 Questioning	Unit 2.5 Effective Searching	Unit 2.6 Creating Pictures	Unit 2.8 Presenting ideas
Year 2	Unit 2.1 Coding	Unit 2.3 Spreadsheets	Unit 2.4 Questioning	Unit 2.5 Effective Searching	Unit 2.7 Making Music	Unit 2.8 Presenting ideas
Year 3	Unit 3.1 Coding	Unit 3.2 Online Safety	Unit 3.4 Touch Typing	Unit 3.5 Email (including email safety)	Unit 3.6 Branching Databases	Unit 3.8 Graphing
Year 3	Unit 3.1 Coding	Unit 3.3 Spreadsheets	Unit 3.4 Touch Typing	Unit 3.5 Email (including email safety)	Unit 3.7 Simulations	Unit 3.9 Presenting
Year 4	Unit 4.1 Coding	Unit 4.2 Online Safety	Unit 4.4 Writing for different audiences	Unit 4.5 Logo	Unit 4.6 Animation	Unit 4.8 Hardware Investigators
Year 4	Unit 4.1 Coding	Unit 4.3 Spreadsheets	Unit 4.4 Writing for different audiences	Unit 4.5 Logo	Unit 4.7 Effective Search	Unit 4.9 Making Music
Year 5	Unit 5.1 Coding	Unit 5.2 Online Safty	Unit 5.4 Databases	Unit 5.6 3D Modelling	Unit 5.7 Concept Maps	Unit 5.8 Word Processing
Year 5	Unit 5.1 Coding	Unit 5.3 Spreadsheets	Unit 5.5 Game Creator	Unit 5.6 3D Modelling	Unit 5.7 Concept Maps	Unit 5.8 Word Processing
Year 6	Unit 6.1 Coding	Unit 6.2 Online Safety	Unit 6.4 Blogging	Unit 6.6 Networks	Unit 6.8 Understanding Binary	Unit 6.9 Spreadsheets
Year 6	Unit 6.1 Coding	Unit 6.3 Spreadsheets	Unit 6.5 Text Adventures	Unit 6.7 Quizzing	Unit 6.8 Understanding Binary	Unit 6.9 Spreadsheets

Area of Computing:

- Digital Literacy: Children are taught to instinctively apply their digital skills to a range of technology, recognising the common uses of technology both inside and outside school.
- Computer Science: Children are taught to create, debug and follow simple algorithms; to understand inputs and outputs; to understand computer networks, including the Internet.
- Information Technology: Children are taught to use appropriate software to create, store, retrieve and manipulate digital content.