

Computing Unit Year Map

	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
EYFS	Using mechanical toys within play Using unplugged technology in role play Having an awareness of technology and how it is used safely					
Year 1	Computing systems and networks – Technology around us	Creating media – Digital painting (2Paint App)	Creating media – Digital writing (Word)	Data and information – Grouping data (Powerpoint)	Programming A – Moving a robot (Beebots)	Programming B – Intro to animation (Scratch Jnr)
Year 2	Computing systems and networks – IT around us (Powerpoint)	Creating media – Digital photography (iPad camera)	Creating media – Making music (Chrome music lab)	Data and information – Pictograms (J2 pictograms)	Programming A – Robot algorithms (Beebots)	Programming B – An introduction to quizzes (Scratch jnr)
Year 3	Connecting computers (Painting programme)	Animation (iMotion)	Desktop publishing (Adobe Spark)	Branching databases (j2data Branch and Pictogram)	Sequence in music (Scratch)	Events and actions (Scratch)
Year 4	The Internet (Websites)	Audio editing (Audacity)	Photo editing (Paint.NET)	Data logging (Data logger)	Repetition in shapes (FMS Logo)	Repetition in games (Scratch)
Year 5	Sharing information (Google slides)	Vector drawing (Google drawings)	Video editing (Microsoft photos)	Flat-file databases (j2data Databases)	Selection in physical computing (Crumble controller + starter kit + motor)	Selection in quizzes (Scratch)
Year 6	Communication	3D modelling (Tinkercad)	Web page creation (Google sites)	Spreadsheets (Google sheets/Microsoft Excel)	Variables in games (Scratch)	Sensing (micro:bit and Microsoft MakeCode)