



Computing Curriculum Map

	Autumn Term		Spring Term		Summer Term	
Reception	<p>Computing for EYFS is centred around play-based, unplugged (no computer) activities that focus on building children’s listening skills, curiosity, creativity, and problem solving.</p> <p>Technology in the Early Years can mean:</p> <ul style="list-style-type: none"> -taking a photograph with an iPad/tablet -playing games on the interactive whiteboard -exploring mechanical toys -using a Beebot -watching video clips -listening to music 					
Year 1	Unit 1.1 Online safety and exploring Purple Mash Unit 1.9 Technology outside school	Unit 1.4 Lego builders Unit 1.5 Maze explorers	Unit 1.6 Animated story books	Unit 1.2 Grouping and sorting Unit 1.8 Spreadsheets	Unit 1.3 Pictograms	Unit 1.7 Coding
Year 2	Unit 2.2 Online safety Unit 2.5 Effective searching	Unit 2.8 Presenting ideas Unit 2.7 Making music	Unit 2.1 Coding	Unit 2.3 Spreadsheets	Unit 2.6 Creating pictures	Unit 2.4 Questioning
Year 3	Unit 3.1 Coding	Unit 3.2 Online safety	Unit 3.4 Touch typing	Unit 3.3 Spreadsheets Unit 3.8 Graphing	Unit 3.6 Branching databases Unit 3.7 Simulations	Unit 3.9 Presenting

Year 4	Unit 4.2 Online safety	Unit 4.3 Spreadsheets Unit 4.8 Hardware investigators	Unit 4.1 Coding	Unit 4.7 Effective searching	Unit 4.4 Writing for different audiences	Unit 4.5 Logo Unit 4.9 Making music
Year 5	Unit 5.2 Online safety Unit 5.8 Word processing	Unit 5.8 Word processing continued Unit 5.4 Databases	Unit 5.3 Spreadsheets	Unit 5.1 Coding	Unit 5.5 Game creator	Unit 5.6 3D Modelling Unit 5.7 Concept maps
Year 6	Unit 6.2 Online Safety Unit 6.3 Spreadsheets	Unit 6.5 Text Adventures Unit 6.2 Online safety recap	Unit 6.6 Networks Unit 6.8 Understanding binary	Unit 6.7 Quizzing	Unit 6.1 Coding	Unit 6.4 Blogging Unit 6.9 Spreadsheets (advanced)