

# Curriculum Map

## Overview of Computing Curriculum

Year Group	Unit 1	Unit 2	Unit 3	Unit 4	Unit 5	Unit 6
<b>EYFS</b>	Technology at home	Creating Media- Voice messages	Programming- moving a robot	Creating media- Filming	Data- Introduction to data (KAPOW)	Programming- following instructions
<b>Year 1</b>	Computing systems and networks – Technology around us	Creating Media- Digital painting	Programming – Moving a robot	Data and Information – Grouping data	Creating Media- Digital writing	Programming – Introduction to animation
<b>Year 2</b>	Computer systems and networks – IT around us	Creating Media – Digital photography	Programming – Robot Algorithms	Data and Information – Pictograms	Creating Media – Making music	Programming – An introduction to quizzes
<b>Year 3</b>	Computing systems and networks – Connecting computers.	Creating media – Animation	Programming – Sequence in music	Data and information – Branching databases	Creating media – Desktop publishing	Programming – Events and actions
<b>Year 4</b>	Computing systems and networks – The Internet	Creating media – Audio editing	Programming – Repetition in shapes	Data and information – Data logging	Creating media – Photo editing	Programming – Repetition in games
<b>Year 5</b>	Computing systems and networks – Sharing information.	Creating media – Vector drawing	Programming – Selection in physical computing	Data and information – Flat-file databases	Creating media – Video editing	Programming – Selection in quizzes
<b>Year 6</b>	Computing systems and networks – Communication	Creating media – 3D Modelling	Programming – Variables in games	Data and information – Spreadsheets	Creating media – Web page creation	Programming – Sensing