

Curriculum map for Computing



Even Year

		Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
		Marvellous Me	Celebrations	Perfect Pirates	Amazing Animals	Out of this world	Let's go
Topic focus (from ,long term overview)		E-safety to be taught throughout the year		Data Retrieving and Organising		Communicating	
Y1	Knowledge and skills development	Make links between the online and offline world; Recall all of the SMART rules for Internet safety;	Algorithms and Programming Create a simple series of instructions -left and right Record their routes Understand forwards, backwards, up and down Put two instructions together to control a programmable toy Plan and test a Bee-bot journey	Capture images with a camera Print out a photograph from a camera with help Record a sound and play it back Enter information into a template to make a graph Talk about the results shown on a graph		Recognise what an email address looks like Join in sending a class email Use the @ key and type an email address Word process ideas using a keyboard Use the spacebar, back space, enter, shift and arrow keys Print out a page from the internet	
Y2	Knowledge and skills development	Recognise which personal information they should keep safe from strangers;	Predict the outcomes of a set of instructions Use right angle turns Use the repeat commands Test and amend a set of instructions Write a simple program and test it Predict what the outcome of a simple program will be	Find information on a website Click links in a website Print a web page to use as a resource Experiment with text, pictures and animation to make a simple slide show Use the shape tools to draw		Send and reply to messages sent by a safe email partner (within school) word process a piece of text insert/delete a word using the mouse and arrow keys highlight text to change its format (B, U, I)	
KS1	Vocabulary	safe, meet, accept, reliable, tell, online, trusted, adult, information, safety, personal, key, question, tell, safe, share, stranger, danger, internet.	algorithm, instruction, order, debug, program, turn, left, right, clockwise, anticlockwise, blocks, sequence, project, repeat, repeat forever, invisible, grow, shrink.	capture, camera, photograph frame record play data audio, sound, video, movie, , animation, still image, record, stop, play, stop motion, stop frame.		spacebar, back space, enter, shift and arrow keys	

		Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
		Happy and Healthy	Superheroes/People who help us	Castles	All creatures great and small	Once upon a time	Summer
Topic focus (from ,long term overview)		Multimedia Text and Images		Algorithms and Programming		Technology in the World	
Y1	Knowledge and skills development	<p>identify what things count as personal information;</p> <p>identify what is appropriate and inappropriate behaviour on the internet;</p>	<p>add text strings, text boxes and show and hide objects and images, manipulating the features;</p> <p>use various tools, such as brushes, pens, eraser, stamps and shapes, and set the size, colour and shape;</p> <p>use applications and devices in order to communicate ideas, work, messages and demonstrate control;</p> <p>save, retrieve and organise work</p>	<p>Understand what algorithms are, how they are implemented as programs on digital devices</p> <p>Create, debug and use logical reasoning to predict the behaviour of simple programs.</p> <p>Give commands one at a time to control direction and movement, including straight, forwards, backwards, turn;</p> <p>Use programmable toys or turtle program</p>	<p>Recognise ways that technology is used in the home and community, e.g. taking photos, blogs, shopping;</p> <p>Use links to websites to find information;</p> <p>Recognise common uses of information technology in the wider world.</p>		
Y2	Knowledge and skills development	<p>Agree and follow sensible online safety rules, e.g. taking pictures, sharing information, storing passwords;</p> <p>seek help from an adult when they see something that is unexpected or worrying;</p> <p>demonstrate how to safely open and close applications and log on and log off from websites;</p>	<p>Text</p> <p>Use the return key to insert line breaks, where appropriate.</p> <p>Move to a specific place in the text, using the arrow keys or mouse.</p> <p>Delete and insert text</p> <p>Use the 'undo' command to fix a mistake</p> <p>Use the shift key and capital lock for capital letters</p> <p>Alter the layout of a text to make it easier to read</p> <p>Painting and Drawing</p> <p>Use the flood fill, straight line and geometric shapes tools to create pictures and effects</p> <p>Choose colours and patterns that suit their purpose</p>	<p>Using Scratch</p> <p>control the nature of events: repeat, loops, single events and add and delete features;</p> <p>Give a set of instructions to follow and predict what will happen;</p> <p>Improve/change their sequence of commands by debugging;</p>	<p>Recognise and use different types of technology to enhance learning- tablets , phones youtube videos etc.</p> <p>talk about the use of ICT and the internet and other methods to find information.</p> <p>explore a variety of electronic information as part of a given topic</p> <p>Recognise age-appropriate websites;</p> <p>use safe search filters;</p>		
KS1	Vocabulary	<p>safe, meet, accept, reliable, tell, online, trusted, adult, information, safety, personal, key, question, tell, safe, share, stranger, danger, internet.</p>	<p>paint, colour, brush, tools, settings, undo, redo, text, image, size, poster, launch, application, software, window, minimise, restore, size, move, screen, close, click, drag, log on, log off, keyboards, keys, mouse, click, button, double click, drag, present.</p>	<p>algorithm, instruction, order, debug, program, turn, left, right, clockwise, anticlockwise, blocks, sequence, project, repeat, repeat forever, invisible, grow, shrink.</p>	<p>technology, computer, tablet, laptop, blog,vlog,podcast search engine, Google, seesaw</p>		