

Computing Subject Curriculum Map - Teach Computing

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1	Technology around us	Digital Painting	Moving a robot	Grouping data	Digital writing	Programming animations
Year 2	Information technology around us	Digital photography	Robot algorithms	pictograms	Digital music	Programming quizzes
Year 3	Connecting computers	Stop frame animation	Sequencing sound	Branching databases	Desktop publishing	Events and actions in programming
Year 4	The internet	Audio production	Repetition in shapes	Data logging	Photo editing	Repetition in games
Year 5	Systems and searching	Video production	Selection in physical computing	Fact file databases	Vector graphics	Selection in quizzes
Year 6	Communication and collaboration	Webpage creation	Variables in games	Introduction To spreadsheets	3D modelling	Sensing movement
Internet Safety <i>In addition to responsive sessions as appropriate and continual reminders about safe searches and online responsibility</i>		Anti bullying week and links with safe internet use (particularly in relation to comments)	Safer internet day (whole school) and online assemblies for KS2	Weekly AI - real or not real UKS2 UKS2 - specialised AI week focussing on benefits, risks and knowing what is real	2 Johns session for upper KS2 pupils and staff	Y6 online safety workshop/ sessions in preparation for moving to KS3 <i>Safe internet use algorithms</i>

In addition to this curriculum, we also ensure computing opportunities through other curriculum subjects such as DT, art and English. We aim to teach pupils to have experience using CANVA (by Y6), photography, stop animation and filming (eg iMovie). We also aim to develop typing skills through [Monkeytype](#) | [A minimalistic, customizable typing test](#) and [Dance Mat Typing for 7 - 11 year olds - BBC Bitesize](#) for KS2