

Computing Curriculum Map

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<i>Reception</i>	<i>Computing through continuous provision</i>	<i>Using a Computer</i>	<i>All About Instructions</i>	<i>Exploring Hardware</i>	<i>Programming Bee-Bots</i>	<i>Introduction to Data</i>
Year 1	Improving Mouse Skills	Algorithms Unplugged	Rocket to the Moon	Programming Bee-Bots	Digital Imagery	Introduction to Data
	Online Safety 1	Online Safety 2	Online Safety 3	Online Safety 4		
Year 2	What is a computer?	Algorithms and Debugging	Word Processing	Scratch Jr	Stop Motion	International Space Station
	Online Safety 1	Online Safety 2	Online Safety 3	Online Safety 4	Online Safety 5	
Year 3	Networks and the Internet	Emailing	Scratch	Journey Inside a Computer	Comparison Cards Databases	Video Trailers
	Online Safety 1	Online Safety 2	Online Safety 3	Online Safety 4		
Year 4	Collaborative Learning	Further Coding with Scratch	Website Design	HTML	Computational Thinking	Investigating Weather
	Online Safety 1	Online Safety 2	Online Safety 3	Online Safety 4	Online Safety 5	Online Safety 6
Year 5	Search Engines	Programming Music	Mars Rover 1	Micro:bit	Stop Motion Animation	Mars Rover 2
	Online Safety 1	Online Safety 2	Online Safety 3	Online Safety 4	Online Safety 5	
Year 6	Bletchley Park	History of Computers	Big Data 1	Intro to Python	Big Data 2	Inventing a Product
	Online Safety 1	Online Safety 2	Online Safety 3	Online Safety 4	Online Safety 5	Online Safety 6

	Computing systems and networks
	Programming
	Creating media
	Data handling
	Online Safety
	Skills showcase

