

## Computing Curriculum Map Key Stage 1 and Key Stage 2

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<b>Year 1</b>	Programming A: Moving a Robot (CS)	Grouping Data (IT)	Digital Writing (DL)	Digital painting (DL)	Technology all around us (IT)	Programming B: Animations (CS)
<b>Year 2</b>	Information Technology Around Us (IT)	Programming A: Algorithms (CS)	Digital Photography (DL)	Digital Music (DL)	Pictograms (IT)	Programming B: Programming Quizzes (CS)
<b>Year 3</b>	Programming A: Sequencing Sounds (CS)	Connecting Computers (IT)	Branching Databases (IT)	Desktop Publishing (DL)	Stop Frame Animation (DL)	Programming B: Events and Actions in Quizzes (CS)
<b>Year 4</b>	Programming A: Repetition in Shapes (CS)	The Internet (IT)	Audio Production (DL)	Photo Editing (DL)	Data Logging (IT)	Programming B: Repetition in games (CS)
<b>Year 5</b>	Programming A: Selection in Physical Computing (CS)	Systems and Searching (IT)	Vector Graphics (DL)	Flat File Databases (IT)	Video Production (DL)	Programming B: Selection in Quizzes
<b>Year 6</b>	Programming A: Variables in games (CS)	Communication and Collaboration (IT)	3D Modelling (DL)	Spreadsheets (IT)	Webpage Creation (DL)	Programming B: Sensing Movement (CS)