Computing subject overview curriculum map						
	AUTUMN A	AUTUMN B	SPRING A	SPRING B	SUMMER A	SUMMER B
Years 1 2	Computing systems and networks - Technology around us Creating media - Digital painting	Creating media - Digital photography Data and information - Grouping data	Computing systems and networks - Information technology around us Programming - Moving a robot	Data and information – Pictograms Programming - Programming animations	Programming- Robot algorithms Creating media - Digital writing	Creating media - Digital music Programming- Quizzes
Years 3 4	Computing systems and networks – connecting computers Creating media - Stop frame animation	Creating media – Audio production Data and information - branching databases	Computing systems and networks - The internet Programming – sequencing sounds	Data and information - data logging Programming – events and actions in programs	Programming - repetition in shapes Creating media – desktop publishing	Creating media - Photo editing Programming – repetition in games
Years 5 6	Computing systems and networks – systems and searching	Programming – selection in quizzes (Scratch) Creating media - Web page creation	Programming – selection in physical computing Computing systems and	Data and information - Excel spreadsheets Creating media – vector graphics	Programming - Variables in games Data and information – Flat-file databases	Creating media - 3D modelling Programming – Sensing movement

	Creating media – Video production		networks - Communication and collaboration			

EYFS – Within the Early Learning Goals, there is no specific focus on Technology. However, our children will experience a variety of technology suited to them:

- To develop their use of positional language and understanding of programming, children will use BeeBots to create paths and routes.
- In their roleplay continuous provision, children roleplay using telephones to develop their communication.
- Children use ipads to support their learning across the curriculum.