

Computing Whole School Curriculum Map

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS (Reception)	• Note There is no longer a technology strand for EYFS • Understanding Technology: Children learn how to use smart devices safely and effectively. • Using Tablets and Interactive Whiteboards: These tools help children discover ideas, share work, and connect with friends • Online Research: For example, a child can use a tablet to find information about animals, sparking curiosity. • Responsible Use: Teach children to take breaks from screens and ask adults for help when needed. • Incorporating Coding Toys: Simple coding toys can help children explore problem-solving and logical thinking. • Continuous Provision: Technology can be integrated in various activities available to children at all times.					
Year 1 Computing	Information Technology – Animation Children will learn to create a simple animation to tell a story including more than one character linked to 'Peace at Last' by Jill Murphy	Information Technology – Photography & Video Children will learn to order images to create a simple storyboard using PicCollage and to order a sequence of images to explain their understanding of the moon landing.	Computer Science - Computational Thinking - Programming Children will learn to develop programming skills and explore Daisy the Dino to control an animated character.	Computer Science – Computational Thinking – AI Information Technology – Animation Children will investigate the use of Artificial Intelligence (AI) in the world around them e.g. using voice assistance Amazon Echo. Children will then create an animation using PuppetPals to explain their understanding of what different AI technologies can do.	Information Technology - Data Handling Children will develop data handling skills by creating pictograms with PicCollage to represent the children's favourite sandwiches.	Information Technology – Sound & Podcasting Children will learn how to create and record sounds using the Keezy app to create a podcast interview with the 'Little Mermaid'.
	Digital Literacy Online safety aspect of digital literacy is taught through RSE. Through all subjects, including computing, children will learn how to manage online information as follows: • To know how to search technologies effectively • To know how to explain how search engines work and how results are selected and ranked • To know how to demonstrate the strategies I would apply to be discerning in evaluating digital content • To know how to describe how some online information can be opinion and can offer examples • Copyright and Ownership: I know that if I create work it belongs to me					

	I can name my work so that others know it belongs to me					
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Year 2 Computing	<u>Information Technology – Animation</u> Children will learn to create a simple animation to tell a story including more than one character linked to the Year 2 geography topic and canals.	<u>Information technology - Photography & Digi Art</u> Children will learn to manipulate and animate images using ChatterPix and Thinglink to demonstrate their understanding of the explorers Columbus and Shackleton.	<u>Computer Science - Computational Thinking & Programming</u> Children will learn to develop programming skills and explore Bee-Bot to control an animated character with directional language	<u>Computer Science – Computational Thinking – AI</u> <u>Information Technology – Video</u> Children will investigate the use of Artificial Intelligence (AI) in the world around them and learn about the advantages and disadvantages. Children will then create a video presentation using iMovie to explain their understanding of the advantages and disadvantages of using AI	<u>Information Technology - Data Handling</u> Children will develop data handling skills by creating Venn Diagrams and Branching Databases within SeeSaw to sort and organise different Australian animals.	<u>Information Technology – AR</u> Children will learn how to create and place virtual objects into the real-world surrounding of the Great Barrier Reef using augmented reality (AR) technology.
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Year 3 Computing	<u>Information Technology – Video</u> Children will create a video presentation using iMovie and green screen to explain their understanding of nutrition and healthy eating.	<u>Information technology – Digital Art</u> Children will create and manipulate a self-portrait using Keynote using Pop Art in the style of Andy Warhol.	<u>Information technology – Presentations</u> Children will create an interactive comic using Book Creator to present their knowledge and understanding of the Stone Age.	<u>Computer Science – Computational Thinking – Networks – Information Technology – Video</u> Children will investigate the use of computer networks and that computers and devices in school are connected together. Children will then create a video presentation using iMovie to explain their understanding of the computer networks.	<u>Information Technology – Data Handling</u> Children will create a chart to represent a character's feelings as they journey through a story.	<u>Computer Science – Computational Thinking – Programming</u> Children will learn to develop programming skills and explore Scratch 3.0 to control an animated character with directional language and block coding.
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Year 4 Computing	<u>Information Technology – Data Handling</u> Children will develop data handling skills by creating on-line questionnaires using Google Forms with questions	<u>Computer Science – Computational Thinking – Networks – Information Technology – Video</u>	<u>Information Technology – Digital Art</u> Children will learn to combine and manipulate digital	<u>Computer Science – Computational Thinking – Programming</u> Children will learn to develop programming skills and about inputs	<u>Computer Science – Computational Thinking – Programming</u> Children will learn to develop programming skills and about inputs	<u>Information Technology – AR</u> Children will source and manipulate images and add voice sound clips to create (and place virtual objects) into the real-

	based on the region of Greater Manchester.	Children will investigate and learn the difference between the internet and the World Wide Web and how computers are interlinked in a network. Children will then create a video presentation using iMovie to explain their understanding of the internet and the World Wide Web.	images using Adobe Spark Post to create a web based poster about the lives or Roman soldiers and Queen Boudicca.	and outputs using BBC Micro:Bit and MakeCode to make an alarm system.	and outputs using BBC Micro:Bit and MakeCode to make an alarm system.	world setting of an Anglo-Saxon settlement using augmented reality (AR) technology.
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Year 5 Computing	<u>Computer Science – Computational Thinking – AI</u> Children will investigate the use of Artificial Intelligence (AI) to recognise objects and images before creating their own image recognition machine using Teachable Machine.	<u>Information Technology – Video</u> Children will create a news video report using iMovie, split screen and greenscreen to report on the events of the book ‘Escape from Pompeii’ by Christina Balit.	<u>Computer Science - Computational Thinking - Programming</u> Children will learn to develop programming skills and explore Scratch 3.0 to create a platform game based on the Victorian era and the book ‘Street Child’ by Berlie Doherty.	<u>Information Technology – Animation</u> Children will learn to create an animated scene of Jesus in the Desert during Lent using Keynote. The scene will include the use of animation transitions to create movement for an effective and detailed video clip.	<u>Computer Science – Computational Thinking – Search Engines Information Technology – Web Page Design</u> Children will investigate how search engines work and how they rank web sites in order of importance with varied algorithms. Children will then use their understanding of web pages to create their own ‘Ancient Greek Gods’ web page using Adobe Sparks Page.	<u>Information Technology - Data Handling</u> Children will develop data handling skills by creating a spreadsheet with Pages to record scores for an Ancient Greek Olympic sports day. The spreadsheet will be used to perform calculations to add up scores and allocate scores for each team and for each event.

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Year 6 Computing	<u>Information Technology – Presentation & Web Site Design</u> Children will use Keynote to create a presentation with hyperlinks to emulate the functionality of a website based on the major biomes of the planet.	<u>Computer Science - Computational Thinking - Programming</u> Children will learn to develop programming skills with sensors using BBC Micro:Bit and MakeCode to make a sensor to turn a light on and off when light (or no light) is detected. Link to Climate Change topic and how to save energy.	<u>Information Technology – Video</u> Children will create a video clip using iMovie that includes greenscreen technology to place themselves into ‘No Man’s Land’ as part of our WW1 unit of work.	<u>Information Technology – Sound Podcasting</u> Children will create and record a podcast about Maya civilisation using the GarageBand app. The children will use effective research before writing a script using Pages and combining images and sound within the Keynote app to finalise their podcast.	<u>Computer Science - Computational Thinking - Programming</u> Children will continue develop programming skills and use Scratch 3.0 to create a game based on Maya Mythology. The game will include a good character, evil characters and objects to collect set against a timer.	<u>Information Technology - Data Handling</u> Children will develop data handling skills by creating on-line questionnaires using Google Forms with questions based on the region of Greater Manchester.
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