St John's Primary School
COMPUTING CURRICULUM MAP
2024-2025

Computing Curriculum Map - Autumn Term

Term	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Autumn 1	**Online Safety and Exploring Purple Mash** *E-safety* Login, save work and explore the tools of purple mash. **C & RT** **Grouping and Sorting** *Using Computer* Sorting objects in real life and on the computer. **C & RT**	**Coding** Create simple programs to perform a task and debug simple programs. **C & RT** .	**Coding** To explore program design and put computational thinking into practice. Write and debug programs that control or simulate virtual events. **CR**	**Coding** To explore program design and put computational thinking into practice. Create content that accomplishes given goals. Explore how to break programs up into smaller parts. **CR**	**Coding** To explore program design and put computational thinking into practice. Design, input and test increasingly complex instructions for a program. Explore using loops to repeat tasks. **CR**	**Coding** To explore program design and put computational thinking into practice. Explore solving real life problems using software and hardware. Break up code into smaller parts, making bugging easier and quicker. Explore using loops, variables and IF statements to alter that way a program runs. **CR**
Autumn 2	**Pictograms** *Using Computer* Using pictograms to represent data. **C & RT** Use technology purposefully to create digital content **Lego Builders** *Coding* Creating simple instructions. **C & RT** Understand what algorithms	**Coding** Explore finding and fixing simple programs. Create programs following clear instructions. **C & RT** **E-Safety** *Computers/ E-Safety* Use technology safely/ keep personal information private **C & RT**	**Online Safety** To know what makes a safe password and how to keep passwords safe. To understand how the Internet can be used to help us to communicate effectively. Consider what they read is true on the internet. **CR, C**	**Online Safety** Share knowledge of online safety; create and share an online presentation and information materials. **CR, C**	**Online Safety** Depending on internet safety day **CR, C, SC** **Spreadsheets** Formulae including the advanced mode. Using text variables to perform calculations. Using a spreadsheet to plan an event. **CR**	**Online Safety** Depending on internet safety day **CR, C, SC** **Spreadsheets** Formulae including the advanced mode. Using text variables to perform calculations. Using a spreadsheet to plan an event. **CR**

Computing Curriculum Map - Spring Term

Spring 1	**Maze Explorers** *Coding* Using directions to move around a maze. Creating simple instructions. **C & RT**	**Effective searching** *Computers/ using computers/ E-safety* Internet searches/ create information leaflet **C & RT** **Community**	**Spreadsheets** Formulae including Pie charts, 'more than', 'less than' and 'equal to'. Introduce advanced mode of 2calculate and use coordinates. **CR**	**Spreadsheets** Formulae including the advanced mode; using a spreadsheet for budgeting. **CR** Use technology purposefully to create, organise, store, manipulate and retrieve digital content.	**Databases** To create a database around a chosen topic. Learn how to search for information in a data base. Contribute to a class data base. Create a data base on a chosen topic. **CR**	**Text based adventure** Plan a text adventure story using 2 connect. Using 2create create a story adventure mode and test and debug their plan. Explore a map based text adventure and create their own map based text adventure. **CR** **Blogging** To identify the purpose and features of writing a successful blog. Explore different types of blogs and consider the effect upon the audience of changing the visual properties, updating the content regularly and the importance of commenting on blogs. **CR**
Spring 2	**Animated Story Books** *Using Computer* Creating stories and enhancing them with animations. **C & RT**	**Spreadsheets/ Questioning** *Using computers/ coding* Create spreadsheets/ databases/ ask questions **C & RT** **Community**	**Touch typing** Introduce typing terminology. Learn how to type using correct fingers on both hands. Correct posture. **CR** **Emails** Emailing. Introduce key functions of email writing including attachments. Learn email safety. **CR**	**Writing for Different Audiences** Explore font and style; produce a news report and a text for a community campaign. **CR**	**Game Creator** To create the game environment. To create the game quest. Evaluate their and peer's games. **CR**	

Computing Curriculum Map - Summer Term

Summer 1	**Coding** *Coding/ Using Computer* Introducing block coding and moving characters. **C & RT**	**Creating pictures/ making music** *Computers/ using computers/ coding* Use paint tools to study recreate artists/ create music programs **C & RT** **Community**	**Branching database** Create branching data base correctly to classify groups of objects. Complete branching database using 2question. **CR**	**Using Logo** Follow and create simple algorithms **CR, C, SC** **Animation** Create simple and more complex animations **CRT**	**3D modelling** To understand designing for a purpose. Use 2design and make tool to edit 3D shapes. Print a 2D model and then create a 3D model. **CRT**	**Quizzing** Explore creating picture based quizzes and quizzes that requires the player to use a database. Create a based on a curriculum area. **CR**
Summer 2	**Spreadsheets** *Using Computer* Introducing spreadsheets and adding images. **C & RT** **Technology outside school** *Computers* Find examples of where technology has been used. **C & RT**	**Presenting Ideas** *Computers/ using computers/ coding* Recreate and present a traditional tale using different programs **C & RT** **Community**	**Simulations** Consider what a simulation is and the use. Explore, analyse and evaluate simulations. **CR** **Graphing** Create and enter data into a graph. Solve an investigation and create results in graphic form. **CR**	**Effective Searching** Use search engines effectively to find information; to check its accuracy and reliability **CRT** **Hardware Investigators** Understand and recall the different parts that make up a computer **CRT**	**Concept Maps** To understand the need for visual representations when discussing ideas. Create a concept map using 2connect to retell stories and information. **CR**	**Networks** Explore facts about the internet and what the future mat hold. To find out what a LAN and WAN are. To find out how we access the internet and school. **CR**

Subject Intent

Children safely use a wide range of computing skills across the curriculum. Through using a variety of software and hardware, children are inquisitive problem solvers and adapt to new technological advances.