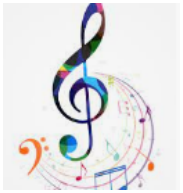
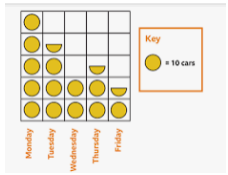
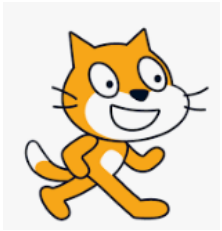
St John & St James' C of E Primary School
Computing Curriculum Map
2022 - 2023

EYFS	**Nursery**			**Reception**		
	- All children onto Google Classroom with the support of their parents. - Simple on and off iPads. - Take photos using iPads or point and shoot cameras. Begin to understand what makes a good photo. - Beebots and simple remote control devices - Knows that information can be retrieved from devices and the internet. - E-Safety: Smartie the Penguin Circle Time			- All children onto Google Classroom with the support of their parents. - Develops digital literacy skills by being able to access, understand and interact with a range of technologies. - Busy Things introduced through whole class activities. - Understand that IWB can respond to touch and choose how to change their marking. - Take photos using ipads or point and shoot cameras. - Increase understanding of what makes a good photo. - Use of positional language and directions through stories eg. Rosies walk. Leads on to use of Beebots and directions. - E-Safety: Smartie the Penguin Circle Time		
	Autumn 1	**Autumn 2**	**Spring 1**	**Spring 2**	**Summer 1**	**Summer 2**
Year 1	**Technology around us** 	**Multimedia: Graphics** 	**Digital Writing** 	**Programming: Beebots** 	**Programming: Hour of Code** 	**Data**
Year 2	**Systems and Networks** 	**Multimedia: Graphics** 	**Creating Music** 	**Programming: Hour of Code** 	**Multimedia: ebooks** 	**Data: Pictograms** 
Year 3	**ICT: Connecting Computers** 	**Multimedia: Animation** 	**Programming: Sequence in Music** 	**ICT: Desktop publishing** 	**Programming: Hour of Code** 	**Data: Databases**

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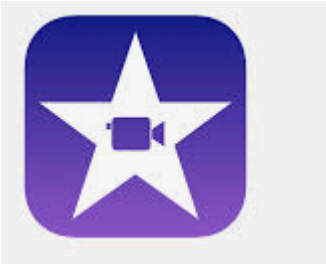
Year 4	**ICT: The Internet** 	**Programming: Hour of Code** 	**Multimedia: Audio Editing** 	**Programming: Repetition in programming** 	**Multimedia: Photo editing** 	**Data: Data Logging**
Year 5	**ICT: Sharing Information** 	**Multimedia : Vector drawing** 	**Multimedia: Video Production** 	**Programming: Hour of Code** 	**Programming: Selections in Quizzes** 	**Data: Flat file databases**
Year 6	**ICT: Communication and collaboration** 	**Multimedia: 3D modelling** 	**Programming: Variables in games** 	**Programming: Hour of Code** 	**Multimedia: We are Publishers! Yearbooks (Computers/iPads)** 	**Data: Spreadsheets**