Computing Curriculum Map

	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
EYFS	Online Safety	Technology Around Us - Computing Systems and Networks	Using Technology - The Basics	Programming - Moving a Robot	Media - Digital Painting	Programming – Animations
Year 1		Online Safety & Media - Digital Writing	Online Safety & Data Handling - Grouping Data		Online Safety & Programming - Moving a Robot	
Year 2		Online Safety & Media - Digital Photography	Online Safety & Data Handling - Pictograms		Online Safety & Programming - Robot Algorithms	
Year 3		Online Safety & Media - Animation	Online Safety & Data Handling - Branching Databases		Online Safety & Programming - Sequence in Music	
Year 4		Online Safety & Media - Photo Editing		Online Safety & Data Handling - Data Logging		Online Safety & Programming - Repetition in Shapes
Year 5		Online Safety & Media - Video Production	Online Safety & Data Handling - Flat-File Databases		Online Safety & Programming - Selection in Physical Computing	
Year 6		Online Safety & Media - 3D Modelling	Online Safety & Data Handling - Spreadsheets		Online Safety & Programming - Variables in Games	

In addition to the online safety coverage above, children are taught about online safety in daily Class Family Time meetings, our Learning for Life curriculum, and our Assembly Programme.