



Curriculum Map for Computing

Predominant Area of Computing*		
	Computer Science	
	Information Technology	
	Digital Literacy	

*Most units will include aspects of all strands.

	AUTUMN TERM (Unit 1)			SPRING TERM (Unit 2)			SUMMER TERM (Unit 3)		
KS1 Cycle A	Unit 1.1 Online Safety & Exploring Purple Mash Number of lessons – 4 Programs – Various	Unit 2.5 Effective Searching Number of lessons – 3 Programs – Browser	Unit 1.4 Lego Builders Number of lessons – 3 Programs – 2DIY Unit 1.8 Spreadsheets Number of lessons – 3 Programs – 2Calculate	Unit 1.2 Grouping & Sorting Number of lessons – 2 Programs – 2DIY	Unit 1.9 Technology outside school Number of lessons – 2 Programs – Various	Unit 1.7 Coding Number of lessons – 6 Programs – 2Code	Unit 2.6 Creating Pictures Number of lessons – 5 Programs – 2PaintAPicture	Unit 2.1 Coding Number of lessons – 5 Programs – 2Code	
KS1 Cycle B	Unit 1.1 Online Safety & Exploring Purple Mash Number of lessons – 4 Programs – Various	Unit 2.4 Questioning Number of lessons – 5 Programs – 2Question, 2Investigate	Unit 1.6 Animated Story Books Number of lessons – 5 Programs – 2Create A Story	Unit 2.2 Online Safety Number of lessons – 3 Programs – Various	Unit 2.7 Making Music Number of lessons – 3 Programs – 2Sequence	Unit 1.5 Maze Explorers Number of lessons – 3 Programs – 2Go	Unit 1.3 Pictograms Number of lessons – 3 Programs – 2Count	Unit 2.3 Spreadsheets Number of lessons – 4 Programs – 2Calculate	Unit 2.8 Presenting Ideas Number of lessons – 4 Programs – Various
LKS2 Cycle A	Coding Number of lessons – 6 Main Programs – 2Code See table below for breakdown.	Unit 3.2 Online safety Number of lessons – 3 Programs – Various	Unit 3.3 Spreadsheets Number of lessons – 3 Programs – 2Calculate	Unit 3.5 Email (including email safety) Number of lessons – 6 Programs – 2Email,	Unit 3.4 Touch Typing Number of lessons – 4 Programs – 2Type	Unit 3.6 Branching Databases Number of lessons – 4 Programs – 2Question	Unit 3.7 Simulations Number of lessons – 3 Programs – 2Simulate, 2Publish	Unit 3.8 Graphing Number of lessons – 2 Programs – 2Graph	Unit 3.9 Presenting (with Microsoft PowerPoint or Google Slides) Number of Lessons – 5 or 6

				2Connect, 2DIY					(version dependent) Main Program – MS PowerPoint or Google Slides
LKS2 Cycle B	Coding Number of lessons – 6 Main Programs – 2Code See table below for breakdown.	Unit 4.2 Online safety Number of lessons – 4 Programs – Various	Unit 4.3 Spreadsheets Number of lessons – 6 Programs – 2Calculate	Unit 4.4 Writing for different audiences Number of lessons – 5 Programs – 2Email, 2Connect, 2DIY	Unit 4.5 Logo Number of lessons – 4 Programs – Logo	Unit 4.6 Animation Number of lessons – 3 Programs – 2Animate	Unit 4.7 Effective Search Number of lessons – 3 Programs – Browser	Unit 4.8 Hardware Investigators Number of lessons – 2	Unit 4.9 Making Music Number of Lessons – 4 Main Program – Busy Beats
UKS2 Cycle A	Unit 5.8 Word processing (with Microsoft Word or Google Docs) Number of Lessons – 8 Main program – MS Word or Google Docs	Unit 5.2 Online safety Number of lessons – 3 Programs - Various Coding Number of lessons – 6 Main Programs – 2Code See table below for breakdown.		Unit 5.4 Databases Number of lessons – 4 Programs – 2Question, 2Investigate	Unit 5.6 3D Modelling Number of lessons – 4 Programs – 2Design and Make Unit 5.7 Concept Maps Number of lessons – 4 Programs – 2Connect		Unit 5.5 Game Creator Number of lessons – 5 Programs – 2DIY 3D	Unit 5.3 Spreadsheets Number of lessons – 6 Programs – 2Calculate	
UKS2 Cycle B	Coding Number of lessons – 6 Main Programs – 2Code	Unit 6.5 Text Adventures Number of lessons – 5	Unit 6.6 Networks Number of lessons – 3	Unit 6.4 Blogging Number of lessons – 4	Unit 6.8 Understanding Binary Number of Lessons – 4		Unit 6.7 Quizzing Number of lessons – 6 Programs – 2Quiz, 2DIY, Text	Unit 6.3 Spreadsheets Number of lessons – 5	Unit 6.9 Spreadsheets (with Microsoft Excel or Google Sheets) Number



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<p>See table below for breakdown.</p> <p>Unit 6.2 Online safety Number of lessons – 2 Programs - Various</p>	<p>Programs – 2Code, 2Connect</p>			<p>Programs – 2Blog</p>	<p>Main Program – 2Code</p>		<p>Toolkit, 2Investigate</p>	<p>Programs – 2Calculate</p>	<p>of Lessons – 8 Main program – MS Excel or Google Sheets</p>
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Coding Breakdown

YEAR 3 & 4 - CYCLE A					
Using Flowcharts Unit 3.1, Lesson 1	Using Timers Unit 3.1, Lesson 2	'if' statements Unit 4.1, Lesson 2	Coordinates Unit 4.1, Lesson 3	Code, Test and Debug – Unit 3.1, Lesson 4	Design, Code, Test and Debug Unit 4.1, Lesson 1
YEAR 3 & 4 - CYCLE B					
Using Repeat Unit 3.1, Lesson 3	Repeat Until and 'if/else' Statements Unit 4.1, Lesson 4	Number Variables Unit 4.1, Lesson 5	Design and Make an Interactive scene Unit 3.1, Lesson 5-6	Making a Playable game – Unit 4.1, Lesson 6	

Coding Breakdown

YEAR 5 & 6 - CYCLE A					
Coding Efficiently	Simulating a physical system	Friction and Functions	Introducing Strings	Text Variable and Concatenation	User Input Unit 6.1,