

Computing Curriculum Map 2023 - 2024

	Year R	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Autumn	Continuous provision – technology is used as an integral part of each area of learning	Creating media – digital painting	Online safety	Online safety	Online safety	Online safety	Online safety
Spring		Programming A A moving robot (Bee bots)	Computing systems and networks IT around us	Creating Media Stop frame animation	Programming A Repetition in shapes	Digital Media Video production	Creating Media Web page creation
Summer		Programming B Programming animations (Scratch Junior)	Programming A Robot algorithms	Programming B Events and actions in programs	Creating media Photo editing	Creating media Introduction to vector graphics	Programming A Variables in games