



Birds Bush Primary School

Computing Curriculum Map



		Autumn A	Autumn B	Spring A	Spring B	Summer A	Summer B
EYFS	Reception	<p>Despite the removal of the technology strand from the Understanding the World area of learning, computing and technology are still a vitally important element in EYFS. Computing in EYFS ensures that children enter Year 1 with a strong foundation, builds problem-solving abilities, encourages resilience and supports other areas of learning. Children are immersed in activities which familiarise them with technology they may use more formally in KSI and at home. For example, taking photos with a tablet, tinkering with a Bee-bot, doodling on an iPad or including an old keyboard in the role play area are all ways in which our children access computing. These activities help build computational thinking when children are creating sets of instructions for a Bee-bot or develop their resilience when they are debugging them to find a solution. Children also develop their digital literacy through the carefully supervised use of technology within the room so that they can safely use technology inside and outside of the classroom.</p>					
KSI	Year 1	Technology Around Us Computing Strands <ul style="list-style-type: none"> • Computing Systems • Algorithms 	Digital Painting Computing Strands <ul style="list-style-type: none"> • Effective Use of Tools • Creating Media 	Moving a robot Computing Strands <ul style="list-style-type: none"> • Algorithms • Programming 	Grouping Data Computing Strands <ul style="list-style-type: none"> • Data & Information • Algorithms 	Digital Writing Computing Strands <ul style="list-style-type: none"> • Effective use of tools • Creating Media 	Programming Animation Computing Strands <ul style="list-style-type: none"> • Programming • Design & Development
	Year 2	Information Technology Around Us Computing Strands <ul style="list-style-type: none"> • Networks • Computing Systems 	Digital Photography Computing Strands <ul style="list-style-type: none"> • Effective Use of Tools • Creating Media 	Robot Algorithms Computing Strands <ul style="list-style-type: none"> • Algorithms • Programming 	Pictograms Computing Strands <ul style="list-style-type: none"> • Data & Information • Effective use of tools 	Digital Music Computing Strands <ul style="list-style-type: none"> • Creating Media • Design & Development 	Programming Quizzes Computing Strands <ul style="list-style-type: none"> • Programming • Design & Development



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Lower Key Stage 2	Year 3	Connecting Computers Computing Strands <ul style="list-style-type: none"> • Computing Systems • Networks 	Stop-frame Animation Computing Strands <ul style="list-style-type: none"> • Effective Use of Tools • Creating Media 	Sequencing Sounds Computing Strands <ul style="list-style-type: none"> • Programming • Design & Development 	Branching Databases Computing Strands <ul style="list-style-type: none"> • Data & Information • Effective use of Tools 	Desktop Publishing Computing Strands <ul style="list-style-type: none"> • Effective use of tools • Creating Media 	Events and Actions in Programs Computing Strands <ul style="list-style-type: none"> • Programming • Design & Development
	Year 4	The Internet Computing Strands <ul style="list-style-type: none"> • Networks • Safety & Security 	Audio Production Computing Strands <ul style="list-style-type: none"> • Effective Use of Tools • Creating Media 	Repetition in Shapes Computing Strands <ul style="list-style-type: none"> • Algorithms • Programming 	Data Logging Computing Strands <ul style="list-style-type: none"> • Computer Systems • Data & Information 	Photo Editing Computing Strands <ul style="list-style-type: none"> • Effective Use of Tools • Creating Media 	Repetition in Games Computing Strands <ul style="list-style-type: none"> • Programming • Design & Development
UKS2	Year 5	Systems and Searching Computing Strands <ul style="list-style-type: none"> • Networks • Effective Use of Tools 	Video Production Computing Strands <ul style="list-style-type: none"> • Creating Media • Design & Development 	Selection in Physical Computing Computing Strands <ul style="list-style-type: none"> • Programming • Computer Systems 	Flat-file Databases Computing Strands <ul style="list-style-type: none"> • Data & Information • Effective Use of Tools 	Vector Graphics Computing Strands <ul style="list-style-type: none"> • Creating Media • Effective Use of Tools 	Selection in Quizzes Computing Strands <ul style="list-style-type: none"> • Algorithms • Programming
	Year 6	Communication and Collaboration Computing Strands <ul style="list-style-type: none"> • Networks • Effective Use of Tools 	Webpage Creation Computing Strands <ul style="list-style-type: none"> • Creating Media • Design & Development 	Variables in Games Computing Strands <ul style="list-style-type: none"> • Programming • Design & Development 	Introduction to Spreadsheets Computing Strands <ul style="list-style-type: none"> • Data & Information • Effective Use of Tools 	3D Modelling Computing Strands <ul style="list-style-type: none"> • Creating Media • Effective Use of Tools 	Sensing Movement Computing Strands <ul style="list-style-type: none"> • Programming • Computer Systems