Delves Lane Primary School Curriculum Map

Subject:	Computing

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1	Computing systems and networks- Technology around us	Creating media- Digital painting	Creating media- Digital writing	Data and information- Grouping data	Programming A- Moving a robot	Computing B- an introduction to animation
Year 2	Computing systems and networks- IT around us	Creating media- Digital photography	Creating media- Making Music	Data and information- Pictograms	Programming A- robot algorithms	Programming B- An introduction to quizzes
Year 3	Computer systems and networks- Connecting computers	Creating media- Animation	Creating media- Desktop publishing	Data and information- Branching databases	Programming A- Sequence in music	Programming B- Events and actions
Year 4	Computing systems and networks- The internet	Creating media- Audio editing	Creating media- Photo editing	Data and information- Data logging	Programming A- repetition in shapes	Programming B- repetition in games
Year 5	Computer systems and networks- sharing information	Creating media- Vector drawing	Creating media- Video editing	Data and information- Flat-fire databases	Programming A- Selection in physical computing	Programming B- Selection in quizzes
Year 6	Computing systems and networks- Communication	Creating media- 3D modelling	Creating media- web page creation	Data and information- spreadsheets	Programming A- Variables in games	Programming B- Sensing