Caversham Park Primary School
Curriculum Map – Computing

Together we enjoy, create and achieve

	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Year 6	Systems and networks – internet communication	Digital Media – 3D modelling	Programing & Control 1 – variables	Using Data – spreadsheets	Creativity and Publishing – webpage design	Programming and Control 2 - sensing
Year 5	Systems and networks – sharing information	Digital Media – Video production	Programing & Control 1 – physical computing	Using Data – Databases	Creativity and Publishing – Vector Drawing	Programming and Control 2 - selection
Year 3 / 4 B	Programing & Control – sequencing sounds	Digital Media – Audio Production	Programming and Control - Mazes	Programing & Control 1 – Logo	Digital Media – photo editing	Programming and Control – repetition
Year 3 / 4 A	Systems and networks – Connecting computers	Digital Media – Stop motion animation.	Using Data – branching databases	Systems and networks – The Internet	Creativity and Publishing – Desk top publishing	Using Data – Data Logging
Key Stage 1 B	Programing & Control – Moving a robot	Digital Media – Photography and Videography	Programing & Control – robot algorithms	Programing & Control – Block Coding	Creativity and publishing – Digital Writing	Programming & Control – Quizzes
Key Stage 1 A	Systems and networks – Technology around us	Digital Media – Digital Painting	Using Data – grouping data	Systems and networks –IT around us	Digital Media – Making Music	Using Data - pictograms
EYFS						
Reception	Technology in the Classroom	Digital Art	Programming & Control 1 - Floor Turtles (Beebots)		Digital writing	Programming & Control 2 – mazes