



Computing Curriculum Map – Year A

	Autumn		Spring		Summer	
	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1	Computing Systems & Networks Technology Around Us	Data Information Grouping Data	Creating Media Digital Painting	Creating Media Digital Writing	Programming Moving a Robot	Programming Robot Algorithms
Year 2						
Year 3	Computing Systems & Networks Connecting Computers	Creating Media Desktop Publishing	Creating Media Stop-Frame Animation	Programming: Sequencing Sounds	Programming Events and Actions	Data and Information Branching Databases
Year 4						
Year 5	Computing Systems & Networks Systems & Searching	Creating Media Web Page Creation	Data & Information Flat Files Databases	Creative Media 3D Modelling	Programming Variables in Games	Programming Sensing Movement
Year 6						