CLOVER HILL PRIMARY SCHOOL

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Computing Curriculum Map

Reception Class		
Autumn	**Spring**	**Summer**
No Computing	**No Computing**	**E-safety** Lesson 1 – The internet vs the real world. **Computers** Lesson 1- Parts of a computer. Lesson 2 – Computers vs Humans. **Basic Skills & Word Processing** Lesson 1: Using a keyboard. Lesson 2: Using a keyboard. (recap) Lesson 3: Using a mouse.

Year 1		
Autumn	**Spring**	**Summer**
E-safety Lesson 1 – The internet vs the real world. **Computing systems and networks – Technology around us** Lesson 1 - Technology in our classroom Lesson 2 – Using technology Lesson 3: Developing mouse skills Lesson 4: Using a computer keyboard Lesson 5: Developing keyboard skills Lesson 6: Using a computer responsibly	**Programming – Moving a Robot** Lesson 1: Buttons Lesson 2: Directions Lesson 3: Forwards and backwards Lesson 4: Four Directions Lesson 5: Getting there Lesson 6: Route	**Creating Media – Digital Writing** Lesson 1: Exploring the keyboard Lesson 2: Adding and removing text Lesson 3: Exploring the toolbar Lesson 4: Making changed to text Lesson 5: Explaining my choices Lesson 6: Pencil or keyboard

Creating Media – Digital Painting	Data and Information - Grouping Data	Programming Animations
Lesson 1: How can we paint using computers? Lesson 2: Using shapes and lines Lesson 3: Making careful choices Lesson 4: Why did I choose that? Lesson 5: Painting all by myself Lesson 6: Comparing computer art and painting	Lesson 1: Label and match Lesson 2: Group and count Lesson 3: Describe and object Lesson 4: Making different groups Lesson 5: Comparing groups Lesson 6: Answering questions	Lesson 1: Comparing tools Lesson 2: Joining blocks Lesson 3: Make a change Lesson 4: Adding sprites Lesson 5: Project design Lesson 6: Following my design

Year 2		
Autumn	**Spring**	**Summer**
E-safety & Personal Information	**Programming a robot algorithm**	**Creating Music**
Lesson 1: Staying safe with technology. Lesson 2: What is personal information? **Passwords** Lesson 1: Passwords **Computing Systems and Networks** Lesson 1: What is IT? Lesson 2: IT in school Lesson 3: IT in the world Lesson 4: The benefits of IT Lesson 5: Using IT safely Lesson 6: Using IT in different ways	Lesson 1: Giving instructions Lesson 2: Same but different Lesson 3: Making predictions Lesson 4: Mats and routes Lesson 5: Algorithm design Lesson 6: Break it down	Lesson 1: How music makes us feel? Lesson 2: Rhythms and patterns Lesson 3: How music can be used? Lesson 4: Notes and tempo Lesson 5: Creating digital Lesson 6: Review and editing music
Creating Media – Digital Photography	**Data and information pictograms**	**Programming quizzes**
Lesson 1: Taking photographs Lesson 2: Landscape or portrait Lesson 3: What makes a good photograph? Lesson 4: Lighting Lesson 5: Effects Lesson 6: Is it real?	Lesson 1: Counting and comparing Lesson 2: Entering data Lesson 3: Creating pictograms Lesson 4: What is an attribute? Lesson 5: Comparing People Lesson 6: Presenting Information	Lesson 1: Scratch Jr recap Lesson 2: Outcomes Lesson 3: Using a design Lesson 4: Changing a design Lesson 5: Designing and creating a program Lesson 6: Evaluating

Year 3		
Autumn	**Spring**	**Summer**
E-safety **Personal Information**	**Word Processing**	**Branching Databases**
Lesson 1: Keeping it Close Lesson 2: Privacy Blocks **E-mail** Lesson 1: How to use e-mail Lesson 2: Using e-mail to press paused. Lesson 3: E-mail Safety	Lesson 1: Word Processing Basics Lesson 2: Choosing templates Lesson 3: Writing a letter Lesson 4: Writing a letter (continued) Lesson 5: Formatting a story Lesson 6: Formatting a story (continued)	Lesson 1: Yes or no questions Lesson 2: Making groups Lesson 3: Creating a branching database Lesson 4: Structuring a branching database Lesson 5: Using a branching database Lesson 6: Two ways of presenting information

Computing Systems and Networks Connecting Computers	Programming A Sequencing Sounds	Programming B Events and Actions
Lesson 1: How does a digital device work? Lesson 2: What parts make up a digital device? Lesson 3: How do digital devices help us? Lesson 4: How am I connected? Lesson 5: How are computers connected? Lesson 6: What does our school network look like?	Lesson 1: Introduction to Scratch Lesson 2: Programming sprites Lesson 3: Sequences Lesson 4: Ordering commands Lesson 5: Looking good Lesson 6: Making an instrument	Lesson 1: Moving a sprite Lesson 2: Maze movement Lesson 3: Drawing line Lesson 4: Adding features Lesson 5: Debugging movement Lesson 6: Making a project

Year 4

Autumn	Spring	Summer
E-safety Online Safety Lesson 1: Online relationships – that Hmmm Feeling Lesson 2: Online Safety: It is never rude to leave **Computing Systems and Networks – the Internet** Lesson 1: Connecting Networks Lesson 2: What is the internet made of? Lesson 3: Sharing information Lesson 4: What is a website? Lesson 5: Who owns the web? Lesson 6: Can I believe what I read?	**Programming A – Repetition in Shapes** Lesson 1: Programming a screen turtle Lesson 2: Programming letters Lesson 3: Patterns and repeats Lesson 4: Using loops to create shapes Lesson 5: Breaking things down Lesson 6: Creating a program	**Creating Media – Photo editing** Lesson 1: Changing digital images Lesson 2: Changing the composition of images Lesson 3: Changing images for different uses Lesson 4: Retouching images Lesson 5: Fake images Lesson 6: Making and evaluating a publication
Creating Media – Audio Editing Lesson 1: Digital Recording Lesson 2: Recording sounds Lesson 3: Creating a podcast Lesson 4: Editing digital recordings Lesson 5: Combining audio Lesson 6: Evaluating podcasts	**Flat file databases** Lesson 1: Creating a paper -based database Lesson 2: Computer databases Lesson 3: Using a database Lesson 4: Using search tools Lesson 5: Comparing data visually Lesson 6 Databases in real life	**Programming B – Repetition in games** Lesson 1: Using loops to create shapes Lesson 2: Different loops Lesson 3: Animate your name Lesson 4: Modifying a game Lesson 5: Designing a game Lesson 6: Creating our games

Year 5

Autumn	Spring	Summer
E-safety Lesson 1: Digital Footprint **Cyber Bullying** Lesson 1: Protect, Support & Avoid. **Passwords**	**Programming B – Selection in Quizzes** Lesson 1: Exploring Conditions Lesson 2: Selecting outcomes Lesson 3: Asking questions Lesson 4: Planning a quiz Lesson 5: Testing a quiz Lesson 6: Evaluating a quiz	**Programming A – Variables in games** Lesson 1: Introducing variables Lesson 2: Variables in programming Lesson 3 Improving a game Lesson 4: Becoming a games designer

Lesson 1: Strong, medium & weak passwords **Computing Systems And Networks** Lesson 1: Systems Lesson 2: Computer systems and us Lesson 3: Searching the web Lesson 4: Selecting search results Lesson 5: How search results are ranked? Lesson 6: How are searches influence?		Lesson 5: Design to code Lesson 6: Improving and sharing.
Creating Media – 3d modelling Lesson 1: Introduction to 3d modelling Lesson 2: Modifying 3d Objects Lesson 3: Make your own name badge Lesson 4: Making your own desk tidy Lesson 5: Planning a 3D model Lesson 6: Make your own 3d model	**Introduction to Vector Graphics** Lesson 1: The drawing tools Lesson 2: Creating images Lesson 3: Making effective drawings Lesson 4: Layers and objects Lesson 5: Manipulating objects Lesson 6: Becoming a graphic designer	**Programming B Sensing Movement** Lesson 1: The micro:bit Lesson 2: Go with the flow Lesson 3: Sensing inputs Lesson 4: Finding your way Lesson 5: Designing a step counter Lesson 5: Making a step counter

Year 6		
Autumn	**Spring**	**Summer**
E-safety Social Media Lesson 1: Social Media Friendships, Privacy and Dangers. Lesson 2: Online Identity **Online Shopping** Lesson 1: Online Shopping and transactions Lesson 2: Online Banking and Payments Lesson 3: Risks of Online Transactions	**Creating Media Making a Website** Lesson 1: What makes a good website? Lesson 2: How would you layout your webpage? Lesson 3 Copyright or CopyWRONG Lesson 4: How does it look? Lesson 5: Follow the breadcrumbs Lesson 6: Think before you link!	**Introduction to spreadsheets** Lesson 1: Collecting data Lesson 2: Formatting a spreadsheet Lesson 3: What's the formula? Lesson 4: Calculate and duplicate Lesson 5: Event planning Lesson 6: Presenting data
Computing Systems and networks – Communication Lesson 1: Internet addresses Lesson 2: Data packets Lesson 3: Working together Lesson 4: Shared working Lesson 5: How we communicate Lesson 6: Communicating responsibly		**Video Creation** Lesson 1: What is video? Lesson 2: Filming techniques Lesson 3: Using a storyboard Lesson 4: Planning a video Lesson 5: Importing and editing video Lesson 6: Video evaluation