

'Believe you can!'

Computing: Long Term Curriculum Map

Year	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
R	Once upon a time	Sensational seasons	Ready steady cook	Growing bigger	Amazing animals	Journeys
	Computational Thinking Skills; Tinkering, Collaboration, Creating, Persevering, Logic, Pattern, Abstraction, Algorithms and Decomposition					
	Playing and exploring Playing and working collaboratively Mind mapping	Logical reasoning by anticipating and explaining	Naming and labelling Creating, checking and fixing things	Ordering and sequencing	Grouping and naming, sorting, comparing, spotting similarities and differences, working out rules	Responding to instructions, ordering, sequencing, working out different ways to do things, breaking problems down into steps
1	Penguins, Possums and Pigs	Fire, Fire!	Growth and green fingers	Family Album	The Great Outdoors	Robots
	Technology Around Us	Programming A (EU Code Week)	Grouping Data	Digital Painting	Digital Writing	Programming B
	Showbie Checking with Zainab re: collaboration	Moving a robot Indie	Keynote	Sketches	Keynote	Introduction to animation Swift-Learn 2 Code 1 Physical movements Barefoot unplugged
2	The place where I live	Fighting Fit	Explorers	The Farm Shop	Wind in the Willows	Buckets and Spades
	Information Technology Around Us	Creating Music (Rounds)	Programming A	Photo Editing	Data & information -Pictograms	Programming B
	Showbie	Garage Band	Robot algorithms Swift Learn to Code 1 Indie	iPad camera/Photos	Numbers/Emojis	An introduction to quizzes Swift Learn 2 Code 1 (Create book of evidence)
3	There's No Place Like Home	Healthy Humans	Rock and Roll!	The Iron Man	What the Romans did for Us	How Does Your Garden Grow
	Connecting Computers	Data & information -Branching databases	Programming A	Animation	Desktop Publishing	Programming B
	Showbie	Keynote	Swift Learn to Code 2	Stop motion Clips iMovie	Pages	Sphero (Programming)
4	Sparks Might Fly	The Great Plague	The art of Food	Passport to Europe	Water, Water Everywhere	Hunted
	The Internet	Programming A	Photography	Audio Editing	Data logging	Programming B
	Showbie	Sphero (Repetition)	iPad camera/Photos/filters	Garageband/iMovie (Podcast)	Data logger app/Numbers/time lapse materials	Swift (round up Learn to Code 1/2) & Sphero
5	A United Kingdom	Food Glorious Food	Earthlings	Inventors and Inventions	Amazon Adventure	Faster Higher Stronger
	Sharing Information	Data & information -Flat-file databases	Vector Drawings	Programming A	Video Editing	Programming B
	Showbie	Numbers	Keynote	Swift Playgrounds Code Machine AR	iMovie	Sphero (chariots)



'Believe you can!'

Computing: Long Term Curriculum Map

6	Survival!	Britten's Got Talent	Heroes and Villains	Super Sleuth	Beside the Seaside	Oh I Do Like To Be Beside The Seaside
	Communication (Internet)	3D Modelling	Programming A	Web Page Creation	Data & information -Spreadsheets	Programming B
	Using search engines accurately and appropriately Showbie	Planning in Apple Apps Tinker CAD [Art - Kandinsky Sphero]	Sphero	Keynote	Numbers	Drones Swift - Parrot Education