

Hurley Primary School

Computing Curriculum Map



	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Key Stage 1	<p>Lesson 1 Teach Computing Systems and Network 2wks</p> <p>Explore Purple Mash and Online Safety</p> <p>SMARTIE the penguin</p> <p>CB/LT</p>	<p>Tech outside school</p> <p>Pictograms 3wks</p>	<p>Teach Computing Creating Media Digital Photography Y2</p>	<p>Teach Computing Year 1 Programming A – Moving a robot Bee Bots including App Beebots + Ipad</p>	<p>Teach Computing Creating Media Writing App: Purple Mash 2Write</p>	<p>Teach Computing Introduction to Animation</p> <p>https://teachcomputing.org/curriculum/key-stage-1/programming-b/introduction-to-animation</p>
	<p>Computing systems and networks – Technology around us Lessons 1-2 and 6</p> <p>BBC Dance Mat Typing 2 weeks</p> <p>2Publish – publish work from class – story plan/ illustrated story scene</p>	<p>Stop motion – planned on Shared Area</p>	<p>Art – ecollage portrait - explore paint tools lines, shapes, fill, colour textures, eraser, ecollage – link final two lessons to Archimboldo and food</p>	<p>Making music Unit 2.7 (4 weeks)</p>	<p>https://teachcomputing.org/curriculum/key-stage-1/programming-a-robot-algorithms</p>	<p>Teach Computing Introduction to Quizzing</p> <p>https://teachcomputing.org/curriculum/key-stage-1/programming-b-an-introduction-to-quizzes</p>
Lower Key Stage 2	<p>https://teachcomputing.org/curriculum/key-stage-2/computing-systems-and-networks-connecting-computers/</p>	<p>https://teachcomputing.org/curriculum/key-stage-2/creating-media-desktop-publishing</p>	<p>Branching DB https://www.j2e.com/jit5#branch as well – compare with pm software and an unplugged (paper version) which do pupils prefer why / benefits of using IT (Digital literacy objectives)</p>	<p>Teach Computing Coding, Sequence in Music Scratch https://teachcomputing.org/curriculum/key-stage-2/programming-a-sequence-in-music</p>	<p>2DIY – simple Plan and create a maze game. Vary rules, scoring and difficulty 1st lesson</p> <p>https://teachcomputing.org/curriculum/key-stage-2/programming-b-events-and-actions</p>	<p>https://teachcomputing.org/curriculum/key-stage-2/creating-media-animation</p>
	<p>https://teachcomputing.org/curriculum/key-stage-2/computing-systems-and-networks-the-internet</p>	<p>2Create a story</p>	<p>Art – using wider controls – impressionism, pointillism, lines</p>	<p>Logo – Teach Computing A https://teachcomputing.org/curriculum/key-stage-2/programming-a-repetition-in-shapes</p>	<p>Spreadsheets – Planned on shared area</p>	<p>https://teachcomputing.org/curriculum/key-stage-2/programming-b-repetition-in-games</p>

Upper Key Stage 2	Year 5	Programming B Coding – https://teachcomputing.org/curriculum/key-stage-2/computing-systems-and-networks-sharing-information	https://teachcomputing.org/curriculum/key-stage-2/computing-systems-and-networks-sharing-information https://teachcomputing.org/curriculum/key-stage-2/computing-systems-and-networks-communication	Lego Coding selection (light or motion sensors) Planned on shared area	https://teachcomputing.org/curriculum/key-stage-2/creating-media-web-page-creation	Digital photography, file uploading, file manipulation, presenting photos/layering https://teachcomputing.org/curriculum/key-stage-2/creating-media-photo-editing	https://teachcomputing.org/curriculum/key-stage-2/data-and-information-flat-file-databases 4 lessons
	Year 6	https://teachcomputing.org/curriculum/key-stage-2/creating-media-3d-modelling CAD – cookie cutters	https://teachcomputing.org/curriculum/key-stage-2/programming-b-sensing	https://teachcomputing.org/curriculum/key-stage-2/data-and-information-spreadsheets Spread sheets – Ordering, developing a database, querying database	https://teachcomputing.org/curriculum/key-stage-2/programming-a-variables-in-games	Garage Band	Web Page creation – advanced skills

<https://www.barefootcomputing.org/earlyyears>

Duck, duck moose - Draw and tell , Fairy tale princess, superheroes