

Hurley Primary School

Computing Curriculum Map



		Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Key Stage 1	Year 1	Lesson 1 Teach Computing Systems and Network Explore Purple Mash and Online Safety SMARTIE the penguin CB/LT	Tech outside school 2wks Pictograms 3wks	Teach Computing Creating Media Digital Photography Y2	Teach Computing Year 1 Programming A – Moving a robot Bee Bots including App Beebots + Ipad	Teach Computing Creating Media Writing App: Purple Mash 2Write CB/LT	Teach Computing Introduction to Animation https://teachcomputing.org/curriculum/key-stage-1/programming-b-introduction-to-animation
	Year 2	Computing systems and networks – Technology around us Lessons 1-2 and 6 BBC Dance Mat Typing 2 weeks 2Publish – publish work from class – story plan/illustrated story scene	Stop motion – planned on Shared Area	Art – ecollage portrait - explore paint tools lines, shapes, fill, colour textures, eraser, ecollage – link final two lessons to Archimboldo and food CB/LT	Making music Unit 2.7 (4 weeks)	https://teachcomputing.org/curriculum/key-stage-1/programming-a-robot-algorithms	Teach Computing Introduction to Quizzing https://teachcomputing.org/curriculum/key-stage-1/programming-b-an-introduction-to-quizzes
Lower Key Stage 2	Year 3	https://teachcomputing.org/curriculum/key-stage-2/computing-systems-and-networks-connecting-computers/	https://teachcomputing.org/curriculum/key-stage-2/creating-media-desktop-publishing	Branching DB https://www.i2e.com/jit/5#branch as well – compare with pm software and an unplugged (paper version) which do pupils prefer why / benefits of using IT (Digital literacy objectives)	Teach Computing Coding, Sequence in Music Scratch https://teachcomputing.org/curriculum/key-stage-2/programming-a-sequence-in-music	2DIY – simple Plan and create a maze game. Vary rules, scoring and difficulty 1 st lesson https://teachcomputing.org/curriculum/key-stage-2/programming-b-events-and-actions	https://teachcomputing.org/curriculum/key-stage-2/creating-media-animation
	Year 4	https://teachcomputing.org/curriculum/key-stage-2/computing-systems-and-networks-the-internet	2Create a story	Art – using wider controls – impressionism, pointillism, lines	Logo – Teach Computing A https://teachcomputing.org/curriculum/key-stage-2/programming-a-repetition-in-shapes	Spreadsheets – Planned on shared area	https://teachcomputing.org/curriculum/key-stage-2/programming-b-repetition-in-games

Upper Key Stage 2	Year 5	https://teachcomputing.org/curriculum/key-stage-2/programming-b-selection-in-quizzes	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