

Computing Long Term Curriculum Map

Teach Computing/Project Evolve



Year	Autumn 1	Autumn 2	Spring3	Spring 4	Summer 5	Summer 6
R	Stories: DigiDuck , Chicken Clicking, Dot.	ONLINE BULLYING	PRIVACY AND SECURITY	HEALTH, WELL-BEING AND LIFESTYLE	ONLINE RELATIONSHIPS	MANAGING ONLINE INFORMATION
1	ONLINE REPUTATION Programming Moving a robot	ONLINE BULLYING Computer Systems and Networks Technology around us	PRIVACY AND SECURITY Creating Media Digital Painting	HEALTH, WELL-BEING AND LIFESTYLE Data and information Grouping Data	ONLINE RELATIONSHIPS Creating Media Digital writing	MANAGING ONLINE INFORMATION Programming Programming animations
2	ONLINE REPUTATION Computer Systems and Networks Information technology around us	ONLINE BULLYING Creating Media Digital photography	PRIVACY AND SECURITY Programming Robot algorithms	HEALTH, WELL-BEING AND LIFESTYLE Data and information Pictograms	ONLINE RELATIONSHIPS Creating Media Digital music	MANAGING ONLINE INFORMATION Programming Programming quizzes
3	ONLINE REPUTATION Computer Systems and Networks Connected computers	ONLINE BULLYING Data and information Branching databases	PRIVACY AND SECURITY Programming Sequencing sounds	HEALTH, WELL-BEING AND LIFESTYLE Creating Media Stop-frame animation	ONLINE RELATIONSHIPS Creating Media Desktop publishing	MANAGING ONLINE INFORMATION Programming Events and actions in programs
4	ONLINE REPUTATION Computer Systems and Networks The internet	ONLINE BULLYING Creating Media Audio production	PRIVACY AND SECURITY Programming Repetition in shapes	HEALTH, WELL-BEING AND LIFESTYLE Data and information Data logging	ONLINE RELATIONSHIPS Creating Media Photo editing	MANAGING ONLINE INFORMATION Programming Repetition in games
5	ONLINE REPUTATION Creating Media Video production	ONLINE BULLYING Computer Systems and Networks Systems and searching	PRIVACY AND SECURITY Programming Selection in physical computing	HEALTH, WELL-BEING AND LIFESTYLE Data and information Flat-file databases	ONLINE RELATIONSHIPS Creating Media Vector graphics	MANAGING ONLINE INFORMATION Programming Selection in quizzes
6	ONLINE REPUTATION Computer Systems and Networks Communication and collaboration	ONLINE BULLYING Creating Media Webpage creation	PRIVACY AND SECURITY Programming Variables in games	HEALTH, WELL-BEING AND LIFESTYLE Data and information Introduction to spreadsheets	ONLINE RELATIONSHIPS Creating Media 3D modelling	MANAGING ONLINE INFORMATION BARNARDOS UNIT Programming Sensing movement

Each **COLOURED BOLD TITLE** is 1 lesson to be taught as the first Computing lesson for each term.

Highlighted units will require additional equipment (Beebots, Crumble kits, Data Loggers, Microbits).