

Clarendon Computing Curriculum Map



	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Reception	<ul style="list-style-type: none"> Mouse control Keyboard – typing names, using the arrow keys Various programmes linked to weekly class topics e.g. painting, maths, phonics, Busy Things 					
Year 1	Computing systems and networks – Technology around us	Creating media – Digital Painting	Creating media – Digital writing	Data and Information – Grouping Data	Programming A – Moving a robot	Programming B – Introduction to animation
Year 2	Computing systems and networks – IT around us	Programming A – Robot Algorithms	Data and Information – Pictograms	Creating media – Making music	Creating media – Digital photography	Programming B – An introduction to quizzes
Year 3	Computing systems and networks – Connecting computers	Creating media – Animation	Creating media – Desktop publishing	Data and Information – Branching databases	Programming A – Sequence in music	Programming B – Events and actions
Year 4	Computing systems and networks – The Internet	Programming A – Repetition in shapes	Programming B – Repetition in games	Creating media – Audio editing	Data and Information – Data logging	Creating media – Photo editing
Year 5	Computing systems and networks – Sharing information	Creating media – Vector drawing	Programming A – Selection in physical computing	Data and Information – Flat-file databases	Creating media – Video editing	Programming B – Selection in quizzes
Year 6	Computing systems and networks – Communication	Creating media – 3D modelling	Data and Information – Spreadsheets	Creating media – Web page creation	Programming A – Variables in games	Programming B – Sensing (micro: bits linked to DT game)

Computing Unit Summaries

Unit summaries

	Computing systems and networks	Creating media	Programming A	Data and information	Creating media	Programming B
Year 1	Technology around us Recognising technology in school and using it responsibly.	Digital painting Choosing appropriate tools in a program to create art, and making comparisons with working non-digitally.	Moving a robot Writing short algorithms and programs for floor robots, and predicting program outcomes.	Grouping data Exploring object labels, then using them to sort and group objects by properties.	Digital writing Using a computer to create and format text, before comparing to writing non-digitally.	Programming animations Designing and programming the movement of a character on screen to tell stories.
Year 2	Information technology around us Identifying IT and how its responsible use improves our world in school and beyond.	Digital photography Capturing and changing digital photographs for different purposes.	Robot algorithms Creating and debugging programs, and using logical reasoning to make predictions.	Pictograms Collecting data in tally charts and using attributes to organise and present data on a computer.	Digital music Using a computer as a tool to explore rhythms and melodies, before creating a musical composition.	Programming quizzes Designing algorithms and programs that use events to trigger sequences of code to make an interactive quiz.

	Computing systems and networks	Creating media	Programming A	Data and information	Creating media	Programming B
Year 3	Connecting computers Identifying that digital devices have inputs, processes, and outputs, and how devices can be connected to make networks.	Stop-frame animation Capturing and editing digital still images to produce a stop-frame animation that tells a story.	Sequencing sounds Creating sequences in a block-based programming language to make music.	Branching databases Building and using branching databases to group objects using yes/no questions.	Desktop publishing Creating documents by modifying text, images, and page layouts for a specified purpose.	Events and actions in programs Writing algorithms and programs that use a range of events to trigger sequences of actions.
Year 4	The internet Recognising the internet as a network of networks including the WWW, and why we should evaluate online content.	Audio production Capturing and editing audio to produce a podcast, ensuring that copyright is considered.	Repetition in shapes Using a text-based programming language to explore count-controlled loops when drawing shapes.	Data logging Recognising how and why data is collected over time, before using data loggers to carry out an investigation.	Photo editing Manipulating digital images, and reflecting on the impact of changes and whether the required purpose is fulfilled.	Repetition in games Using a block-based programming language to explore count-controlled and infinite loops when creating a game.

	Computing systems and networks	Creating media	Programming A	Data and information	Creating media	Programming B
Year 5	Systems and searching Recognising IT systems in the world and how some can enable searching on the internet.	Video production Planning, capturing, and editing video to produce a short film.	Selection in physical computing Exploring conditions and selection using a programmable microcontroller.	Flat-file databases Using a database to order data and create charts to answer questions.	Introduction to vector graphics Creating images in a drawing program by using layers and groups of objects.	Selection in quizzes Exploring selection in programming to design and code an interactive quiz.
Year 6	Communication and collaboration Exploring how data is transferred by working collaboratively online.	Webpage creation Designing and creating webpages, giving consideration to copyright, aesthetics, and navigation.	Variables in games Exploring variables when designing and coding a game.	Introduction to spreadsheets Answering questions by using spreadsheets to organise and calculate data.	3D modelling Planning, developing, and evaluating 3D computer models of physical objects.	Sensing movement Designing and coding a project that captures inputs from a physical device.