

The Nar Valley Federation of Church Academies Computing Curriculum Map



Narborough Church of England Primary Academy

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
N/R	Although there is no formal requirement to teach Computing in the Early Years, children are encouraged to lay the foundations for the future development of their computing skills through play-based, unplugged (no computer) activities that focus on building their listening skills, curiosity and creativity and problem solving. 'Computing' in EYFS can mean: taking a photograph with a camera or tablet; playing games on the interactive whiteboard; exploring an old typewriter or other mechanical toys; using a Beebot; watching a video clip or listening to music.					
Y1/2 A	Technology Around Us 1	Digital Photography 2	Moving a Robot 1	Pictograms 2	Digital Writing 1	Programming Quizzes 2
Y1/2 B	IT Around Us 2	Digital Painting 1	Robot Algorithms 2	Grouping Data 1	Digital Music 2	Programming Animations 1
Y3/4 A	Connecting Computers 3	Audio Productions 4	Sequencing Sounds 3	Datalogging 4	Desktop Publishing 3	Repetition in Games 4
Y3/4 B	The Internet 4	Stop Frame Animation 3	Repetition in Shapes 4	Branching Databases 3	Photo Editing 4	Events and Actions in Programs 3
Y5/6 A	Communication and Collaborations 6	Webpage Creation 6	Selection In Physical Computing 5	Introduction to Spreadsheets 6	Vector Drawing 5	Sensing Movement 6
Y5/6 B	Systems and Searching 5	Video Production 5	Variables in Games 6	Flatfile Databases 5	3D Modelling 6	Selections in Quizzes 5

Castle Acre and Sporle Church of England Primary Academies

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
YR	<p>Although there is no formal requirement to teach Computing in the Early Years, children are encouraged to lay the foundations for the future development of their computing skills through play-based, unplugged (no computer) activities that focus on building their listening skills, curiosity and creativity and problem solving. 'Computing' in EYFS can mean: taking a photograph with a camera or tablet; playing games on the interactive whiteboard; exploring an old typewriter or other mechanical toys; using a Beebot; watching a video clip or listening to music.</p>					
Y1	Technology Around Us 1	Digital Painting 1	Moving a Robot 1	Grouping Data 1	Digital Writing 1	Programming Animations 1
Y2/3 A	IT Around Us 2	Digital Photography 2	Sequencing Sounds 3	Pictograms 2	Desktop Publishing 3	Programming Quizzes 2
Y2/3 B	Connecting Computers 3	Stop Frame Animation 3	Robot Algorithms 2	Branching Databases 3	Digital Music 2	Events and Actions in Programs 3
Y 4/5/6 A	Communication and Collaborations 6	Photo Editing 4	Selection In Physical Computing 5	Introduction to Spreadsheets 6	Datalogging 4	Selections in Quizzes 5
Y 4/5/6 B	The Internet 4	Vector Drawing 5	Repetition in Shapes 4	3D Modelling 6	Video Production 5	Repetition in Games 4
Y 4/5/6 C	Systems and Searching 5	Webpage Creation 6	Variables in Games 6	Flatfile Databases 5	Audio Production 4	Sensing Movement 6