

Computing Program of Study Curriculum Map

	Aut 1	Aut 2	Spr 1	Spr 2	Sum 1	Sum 2
	Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.					
Year R	Once upon a rhyme	Rumble in my tummy	When I grow up	Animal detectives	Pirates	Teddies
	Using technology E-Safety rules Knows how to operate simple equipment, e.g. turns on CD player and uses remote control.a computer.	Coding Beebots 1 - routes around masking tape, 2 go /2 go Shows skill in making toys work by pressing parts or lifting flaps to achieve effects such as sound, movements or new images.	Using computer (Purple mash paint projects choose a design and add your name to it/mash cams) Shows skill in making toys work by pressing parts or lifting flaps to achieve effects such as sound, movements or new images.	Using computer Knows that information can be retrieved from computers Completes a simple program on a computer.	Using computer Digital Media – IPAD (purple mash -mash cams Digital Media-Using a digital camera Shows an interest in technological toys with knobs or pulleys, or real objects such as cameras or mobile phones Children recognise that a range of technology is used in places such as homes and schools. They select and use technology for particular purposes.	Computers Uses ICT hardware to interact with age-appropriate computer software. Beebots 2- exploring and making their own routes Logging on and logging off –zebra/penguin on network Children recognise that a range of technology is used in places such as homes and schools. They select and use technology for particular purposes.
Year 1	Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.					
	recognise common uses of information technology in home and school e.g. computers, games consoles, set top boxes, mobile phones etc Pupils can name a limited range e.g. computers, tablets, set top boxes games consoles Pupils can confidently name e.g. computers, tablets, set top boxes games consoles	Using computer use technology purposefully to create digital content Pupils can change the size and colour of text in a document they can explain and identify the buttons that perform these functions in different applications Pupils can change the size, font and colour of text in a document. They can also select individual words and format them as bold or italic.	Coding Predict the behaviour of simple programs Pupils can predict simple behaviours in programmed toys Pupils can accurately predict the behaviours of programmed toys Coding Understand what algorithms are and how they are implemented as programs on digital devices Pupils can begin to understand algorithm as a set of instructions and begin to explain how it works on a beebot Pupils can confidently understand algorithm as a set of instructions and begin to explain how it works on a beebot Create and debug simple programs(2) Pupils can create a simple journey for a beebot between two points using several buttons/instructions. Pupils can confidently create a journey for a beebot and debug without support.			

Year 2	Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.					
	Esafety Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.	Using computers Use technology purposefully to create, organise, store, manipulate and retrieve digital content Pupils can follow instructions to find and open folders and files. They can save files they are working on in a given location. Pupils can find and open files and folders. They know where certain files are likely to be located. They can save files in an appropriate place.	Using computers Use technology purposefully to create, organise, store, manipulate and retrieve digital content Pupils can follow instructions to find and open folders and files. They can save files they are working on in a given location Pupils can find and open files and folders. They know where certain files are likely to be located. They can save files in an appropriate place.	Computers recognise common uses of information technology beyond school Pupils can name a broad range of technologies used by other people and are beginning to recognise different people use technology differently eg a tablet may be used for gaming by a child and email for an adult Pupils can name a broad range of technologies used by other people and can describe a range of ways in which they are used.	Coding Use logical reasoning to predict the behaviour of simple programs Pupils can justify some of their reasons when explaining the behaviour of a programmable toy. Pupils can use logical reasoning when explaining the behaviour of a programmable toy Create and debug simple programs Pupils understand programs are written to complete a task. They can debug a given erroneous code Pupils understand programs are written to complete a task. They can identify bugs and can confidently locate and debug the required code. Coding Debug simple programs by using logical reasoning to predict the actions instructed by the code. Pupils can identify and fix common bugs. Pupils can identify and fix a range of bugs with increasing confidence. Coding Understand that programs execute by following precise and unambiguous instructions Understand that algorithms function in the same way every time they are run Pupils can confidently explain why algorithms function every time they are run.	
	Digital media/digital camera – leaflet about Bordon using photos from walk use technology purposefully to create, organise, store, manipulate and retrieve digital content		Using computers use technology purposefully to create, organise, store, manipulate and retrieve digital content		Coding Scratch junior app programs	Using data Digital media=digital camera – Power point famous person comparison



Computing Vocabulary Curriculum Map

	Aut 1	Aut 2	Spr 1	Spr 2	Sum 1	Sum 2
Year R	Computer Software Store Playback Edit Save Control Open close Technology Ipad	Beebot Programme Instructions Robots Forwards Backwards turn Rechargeable Battery Clear memory Off on	text save pictures open and close logon username control mouse clicking double clicking ipad	choices screen character.	digital camera uploaded computer. photo ipad video	information sources Internet favourites bar
Year 1	Computer Software Store Playback Edit Save Control Open close Technology Ipad	Beebot Programme sequence Instructions Icons Devices Robots Forwards Backwards turn Rechargeable Battery Clear memory/Off on	Word process Text Graphics Presentation Video Photos Organise Edit Folder	Internet Information Images Sounds Text Web page Web address Menu Search Search engines	Internet Information Images Sounds Text Web page Web address Menu Search Search engines	Internet Information Images Sounds Text Web page Web address Menu Search Search engines
Year 2	Digital camera Computer Software Store Playback Edit Save Control Open close Technology Ipad	Word process Text Graphics Presentation Video Photos Organise Edit Folder	Word process Text Graphics Presentation Video Photos Organise Folder Edit Graphs Data base Create Simulation Real information fantasy	Internet Information Images Sounds Text Web page Web address Menu Search Search engines	Programme sequence Instructions Icons Devices Robots Forwards Backwards turn Rechargeable Battery Clear memory Off on	Digital camera Computer Software Store Playback Edit Save Control Open close



Computing Skills Curriculum Map

	Aut 1	Aut 2	Spr 1	Spr 2	Sum 1	Sum 2
Year R	Once upon a rhyme	Rumble in my tummy	When I grow up	Animal detectives	Pirates	Teddies
	<p>I can open and close a program</p> <p>I can control a mouse by clicking and double clicking to select what I want to do</p> <p>I can control an iPad using my finger</p>	<p>I can control a beebot using arrow keys enter key (ipad app and actual)</p> <p>I can begin to understand that devices respond to commands</p>	<p>I can begin to write my name in different programs</p> <p>I can save my work with support</p> <p>I can add begin to add text to my pictures</p> <p>I can open and close a program</p> <p>I can begin to logon to a computer using my username</p> <p>I can control a mouse by clicking and double clicking to se</p> <p>I can control an ipad using my finger</p>	<p>I can make choices and that make things happen on the screen to a character.</p>	<p>I can take a picture using a digital camera</p> <p>I know that photos can be uploaded to a computer.</p> <p>I can take a photo using an ipad</p> <p>I can take a video using an ipad</p>	<p>I can understand that information comes from different sources e.g. books, web sites, TV etc.</p> <p>I can begin to talk about how I use the Internet</p> <p>I can use the internet to help me learn using the favourites bar</p>
Year 1	Green fingers	Time machine	Blast off	Mr Benn	Castles	
	<p>Digital Media - IPAD</p> <p>I can use an ipad to take pictures</p> <p>I can explore sound and music in ICT using keyboards, and onscreen music software on the ipad</p> <p>I can record sound and store it ready to play back using an ipad</p> <p>Using technology</p> <p>I can use I can open and close a program on an ipad and on a computer.</p> <p>I can make a program larger and smaller on an ipad and on a pc</p> <p>I can use a mouse or touchpad to control a computer</p>	<p>Programming and control</p> <p>I can control the movement of a Beebot using single commands</p> <p>I can control a screen robot using single commands</p> <p>I can understand and follow clear instructions to perform a task.</p> <p>I can begin to programme a sequence of instructions or actions, and that these can be inputted using icons of by text.</p>	<p>Creating and publishing</p> <p>I can begin to word process my work, and edit what it looks like using icons and buttons I know.</p> <p>I can combine text and graphics to make my work more interesting.</p> <p>I can use technology to create work using a painting programme</p> <p>I can use technology to create work using a variety of tools</p> <p>Using technology</p> <p>I know that there are many types of technology</p> <p>I can use a mouse or touchpad to control a computer</p>	<p>Using data</p> <p>I can use technology to create graphs</p> <p>Modelling and simulation</p> <p>I can talk about programs which real or fantasy situations</p> <p>I can explore a simulation and talk about whether its about real information or fantasy.</p>	<p>Using the internet</p> <p>I can talk about the different forms of information (text, images, sound)</p> <p>I can talk about how the information can be used to answer specific questions</p> <p>I can begin to develop key questions and find information to answer them with support</p>	<p>Using the internet</p> <p>I can talk about the different forms of information (text, images, sound)</p> <p>I can talk about how the information can be used to answer specific questions</p> <p>I can begin to develop key questions and find information to answer them with support</p>

	I can logon to a computer		I can save and find my digital work in a folder I can open work I have saved			
Year 2	Sweet factory	Remembrance	Dragonology	Google Earth	80 days around the world	
	<p>Using technology I can talk about and use and a range of different technology.</p> <p>I can save and retrieve digital content using a range of technology</p> <p>I can talk about how information is stored in a computer and an ipad and on the internet</p> <p>I can search and explore a variety of electronic information as part of a given topic</p> <p>I can use different buttons/icons can explain what they do e.g. record, pause, Play</p> <p>Creating and publishing I can create a presentation using power point (or ipad equivalent)</p> <p>I can organise my ideas using text video and photos</p> <p>I can edit my work to make it better</p>	<p>Creating and publishing I can create a presentation using power point (or ipad equivalent)</p> <p>I can organise my ideas using text video and photos</p> <p>I can edit my work to make it better</p>	<p>Creating and publishing I can create a presentation using power point (or ipad equivalent)</p> <p>I can organise my ideas using text video and photos</p> <p>I can edit my work to make it better</p> <p>Using technology I can talk about and use and a range of different technology.</p> <p>I can talk about how information is stored in a computer and an ipad and on the internet</p> <p>I can search and explore a variety of electronic information as part of a given topic</p> <p>I can use different buttons/icons can explain what they do e.g. record, pause, play</p> <p>Modelling and simulation I can explore a simulation and talk about whether it's about real information or fantasy.</p>	<p>Using the internet I can talk about the different forms of information (text, images, sound, multimodal) and understand some are more useful than others</p> <p>I can talk about how the information can be used to answer specific questions</p> <p>I can begin to develop key questions and find information to answer them</p> <p>I can recognise the layout of a web page, recognise web addresses, menu buttons and links and talk about them using ICT vocabulary.</p> <p>I can begin to refine my searches to find</p>	<p>Programming and control I understand what algorithms are</p> <p>I can control and debug the Beebot to move it to a given position</p> <p>I can talk about how a computer processes instructions and commands- on screen(purple mash/Beebot on iPad) and a programmable toy.(Beebot /Probot)</p> <p>I can programme a sequence of instructions or actions, and that these can be inputted using icons or by text.</p> <p>I can sequences of instructions for a variety of programmable devices.</p>	<p>Using data I can begin to create their own branching databases using ICT, identifying objects and questions to classify data.</p> <p>Digital Media-Using a digital camera</p> <p>I can use a digital camera to take pictures</p> <p>I can begin to transfer pictures to computer</p> <p>I can find pictures my teacher has saved for me</p>