Whole School Computing Map						
Year Groups	**Autumn 1**	**Autumn 2**	**Spring 1**	**Spring 2**	**Summer 1**	**Summer 2**
Nursery	Children use different equipment and technologies, such as iPad's, magnifying glasses, BeeBots, torches, magnets, etc. to explore and investigate the environment and world around them.					
Reception	Children use different equipment and technologies, such as iPad's, magnifying glasses, BeeBots, torches, magnets, etc. to explore and investigate the environment and world around them.					**Introduction to Technology and Computing**
Year 1	**1.1: Online Safety & Exploring Purple Mash** Digital Literacy	**1.4: Lego Builders** Computing Science	**1.5: Maze Explorers** Computing Science	**1.7: Coding** Introduce to basic Coding Computing Science	**1.6: Animated Story Books** Information Technology	**1.3: Pictograms** Information Technology **1.9: Technology Outside School** Digital Literacy
Year 2	**2.2: Online Safety** Share work safely and securely Digital Literacy	**2.1: Coding** Introduce to basic algorithms Computing Science	**2.4: Questionin** Information Technology	**2.7: Making Music** Information Technology **2.5: Effective Searching** Digital Literacy	**2.6: Creating Pictures** Information Technology	**2.8: Presenting Ideas** Information Technology
Year 3	**3.2: Online Safety** Being safe on the internet Digital Literacy	**3.1: Coding** Design and write simple programs Computing Science	**3.4: Touch Typing** Information Technology	**3.5: Emails** Digital Literacy	**3.7: Simulations** **3.3: Spreadsheets** Pie Charts & Bar Graphs Information Technology	**3.9: Presenting** Information Technology
Year 4	**4.1: Coding** Introduce variables to simple programs Computing Science	**4.2: Online Safety** Digital Footprint and screen time Digital Literacy	**4.3: Spreadsheets** Using Formulas: Practical Use Information Technology	**4.4: Writing for different Audiences** Information Technology	**4.5: Logo** **4.6: Animation** Information Technology	**4.7: Effective Search** **4.8: Hardware Investigation** Computing Science
Year 5	**5.2: Online Safety** Responsible behaviour online Digital Literacy	**5.1: Coding** Design and write a program that simulates a physical system Computing Science	**5.3: Spreadsheets** Conversions & Measurements: Practical Use Information Technology	**5.5: Game Creator** Computing Science	**5.6: 3D Modelling** Information Technology	**5.8: Word Processing** Information Technology
Year 6	**6.2: Online Safety** Identity theft and protecting personal data Digital Literacy **6.6: Networks** Computing Science	**6.1: Coding** Design programs using choice of objects, attributing specific actions and variables Computing Science	**6.9: Spreadsheets** Real Life application of Spreadsheets Information Technology	**Unit 6.5 Text Adventures** Computing Science	**6.4: Blogging** Information Technology	**6.7: Quizzing** Information Technology
				*Cross curricular; emphasis on efficient typing, credible sources to research, creating and delivering presentations, editing work and presentation		