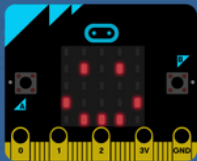


Computing Curriculum Map

In Y5, I develop my 3D modelling skills, designing and printing a range of objects to fulfil a design brief. I develop my understanding of web development as I learn to use HTML and CSS code. I build upon my Scratch programming skills and begin to code using Python. I will learn the basics of physical computing as I begin to use handheld Micro:bits alongside sensors and circuit equipment and program them to solve problems.



Y5

Y6



In Y6, I develop my 3D design and printing skills as I learn to produce 3D models to set dimensions. I design, code and debug a range of mobile apps which respond to touch, light, motion and voice input using MIT App Inventor. I prepare the apps I make for download and test and debug these to ensure they achieve the task.



In Y4, will develop my coding and programming skills using Scratch to write and debug algorithms to accomplish a goal. I will program my own games and chatbots involving variables such as a score, timer and levels. I will learn to develop my own website safely and gain a deeper understanding of cloud computing using GSuite tools. I will begin to use Tinkercad to create and print 3D models.

SCRATCH

Y2

In Y2, I learn to use the internet to communicate and collaborate safely. I'll create a range of documents and presentations using cloud collaboration. I'll learn to take 360 photographs and format these to show different interactive media content when viewed in Virtual Reality. I'll begin to use blocks of code on screen to program sprites and will begin to use 3D pens to create models.

In Y3, I will use block based coding programs such as Scratch and CoSpaces to program sprites on screen and Sphero robots. I will use sequence, selection and repetition in algorithms to accomplish given tasks. I will build and code interactive 3D Virtual environments and learn how the internet works.



Y3



Y4



Y1

In Y1, I learn to create documents, presentations and ebooks using sound, images and text I find safely online or create myself. I create and debug simple algorithms involving commands such as forwards, backwards, turn, jump and go. I program using arrows pictorial commands on screen as well as using Beebots. I create simple stop-motion animations.



EYFS

In the EYFS I will learn to use technology to communicate and interact. Through play opportunities I will experience a range of resources that support my ICT knowledge and understanding as well as enhancing other key skills. I will learn to recognise that a range of technology is used in places such as homes and schools and I will select and use technology for particular purposes. I will use simple instructions to control a device and I will learn to complete a simple program on a computer.

