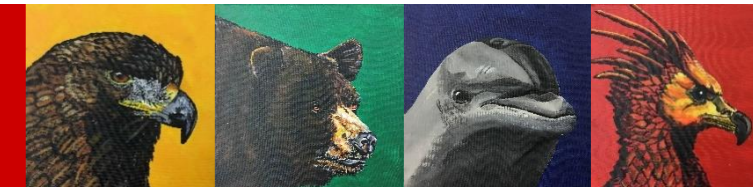




# Neston Primary School – Computing: Curriculum Map



EYFS following activities from Barefoot Computing.

Y1-Y6 following Teach Computing.

|               | Term 1   | Term 2                                      | Term 3  | Term 4  | Term 5   | Term 6   |
|---------------|--|---|---|---|--|--|
| <b>EYFS</b>   | <b>Awesome Autumn-</b> Leaf Labyrinth                                  | <b>Winter Warmers-</b> Scarves for snowmen  | <b>Winter Warmers-</b> Let's make an igloo            | <b>Springtime-</b> Rabbit Run                             | <b>Summer Fun-</b> Colour Collections                  | <b>Summer Fun-</b> Seaside Tangrams                    |
| <b>Year 1</b> | <b>Computing Systems and Networks-</b> Technology around us            | <b>Creating Media-</b> Digital Painting     | <b>Programming A-</b> Moving a robot                  | <b>Data and Information-</b> Grouping data                | <b>Creating Media-</b> Digital writing                 | <b>Programming B-</b> Programming Animations           |
| <b>Year 2</b> | <b>Computing Systems and Networks-</b> IT around us                    | <b>Programming A-</b> Robot Algorithms      | <b>Creating Media-</b> Digital Photography            | <b>Data and Information-</b> Pictograms                   | <b>Programming B-</b> Programming quizzes              | <b>Creating Media-</b> Digital Music                   |
| <b>Year 3</b> | <b>Computing Systems and Networks-</b> Connecting computers            | <b>Creating Media-</b> Stop-frame animation | <b>Programming A-</b> Sequencing sounds               | <b>Data and Information-</b> Branching databases          | <b>Creating Media-</b> Desktop publishing              | <b>Programming B-</b> Events and actions in programmes |
| <b>Year 4</b> | <b>Computing Systems and Networks-</b> The Internet                    | <b>Programming A-</b> Repetition in shapes  | <b>Creating Media-</b> Audio production               | <b>Data and Information-</b> Data logging                 | <b>Programming B-</b> Repetition in games              | <b>Creating Media-</b> Photo editing                   |
| <b>Year 5</b> | <b>Computing Systems and Networks-</b> Systems and Searching           | <b>Creating Media-</b> Video production     | <b>Programming A-</b> Selection in physical computing | <b>Data and Information-</b> Flat-file databases          | <b>Creating Media-</b> Introduction to vector graphics | <b>Programming B-</b> Selection in quizzes             |
| <b>Year 6</b> | <b>Computing Systems and Networks-</b> Communication and Collaboration | <b>Programming A-</b> Variables in games    | <b>Creating Media-</b> Web-page creation              | <b>Data and Information-</b> Introduction to spreadsheets | <b>Programming B-</b> Sensing movement                 | <b>Creating Media-</b> 3D modelling                    |