

Computing Curriculum Content Map

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS & Reception	Set up continuous provision in your classroom	Computing systems and networks 1: Using a computer	Programming 1: All about instructions	Computing systems and networks 2: Exploring hardware	Programming 2: Programming Bee-Bots	Data Handling: Introduction to data
Year 1	Computing systems and networks: Improving mouse skills	Programming 1: Commands unplugged	Skills showcase: Rocket to the moon	Programming 2: Virtual Bee-Bot	Creating media: Digital imagery	Data Handling: Introduction to data
Year 2	Computing systems and networks 1: What is a computer?	Programming 1: Algorithms and debugging	Computing systems and networks 2: Word processing	Option 1: Programming 2: MakeCode	Stop motion – Option 1: Using tablets	Data handling: International space station
Year 3	Computing systems and networks 1: Networks	Programming: Scratch	Microsoft Office 365: Computing systems and networks 2 : Emailing	Computing systems and networks 3: Journey inside a computer	Video trailers – Option 1: Using devices other than iPads	Data handling: Comparison cards databases
Year 4	Microsoft Office 365: Computing systems and networks: Collaborative learning	Programming 1: Further coding with Scratch	Microsoft Office 365: Creating	Skills showcase: HTML	Computational thinking	Data handling: Investigating weather
Year 5	Computing systems and networks: Search Engines	Programming 1: Music	Data Handling: Mars Rover 1	Programming 2: BBC Micro:bit	Stop-motion animation – Option 1: Stop motion studio	Skills showcase: Mars Rover 2
Year 6	Computing systems and networks: Bletchley Park and the history of computers	Computing systems and networks: Exploring AI	Data Handling 1: Big Data 1	Intro to Python	Data Handling 2: Big Data 2	Skills showcase: Inventing a product