



Computing Curriculum Map



Autumn Term	Spring Term	Summer Term
<p>Reception:</p> <p>Computing is very cross curriculum throughout the Reception year and children will have the opportunities to:</p> <ul style="list-style-type: none"> • Take photographs using cameras to • Record themselves and others with microphones • Draw pictures on a computer • Practice maths and literacy skills • Control a BeeBot 		
<p>Year 1:</p> <p>In the ‘Who Am I?’ topic children will be taught to:</p> <ul style="list-style-type: none"> • give and follow direction instructions • agree symbols to be used for each direction and the format for writing instructions • write instructions for someone to move from A to B using an agreed format • programme a robot to make it move in an agreed shape <p>In the ‘Let’s Celebrate’ topic children will be taught to:</p> <ul style="list-style-type: none"> • locate and save pictures which tell the story of a celebration • plan, save and record text which tells the story of a celebration <p>Throughout the year children will be taught about how to stay safe using a computer.</p>	<p>Year 1:</p> <p>In the ‘Posting & Places’ topic children will be taught to:</p> <ul style="list-style-type: none"> • understand that websites can be stored anywhere in the world • insert words into the appropriate places on the template • be able to save their work • search for their home town search for their home town on a map • copy and paste images between programs • be able to print their template • find their home town on a map using internet based mapping tools <p>In the ‘To the Rescue’ topic children will be taught to:</p> <ul style="list-style-type: none"> • suggest a layout of their own based on their understanding of poster layout • choose and apply an appropriate font, colour and size of text for their poster • add, colour and position auto shapes on their poster • identify good and bad features of their own posters 	<p>Year 1:</p> <p>In the ‘Animal Allsorts’ topic children will be taught to:</p> <ul style="list-style-type: none"> • arrange a variety of different pets into appropriate categories • identify information a pet store might hold on its animals • answer questions using the paper copies of their data • identify reasons why paper is inferior to computer storage • use correct terminology <p>In the ‘Where Shall We Go’ topic children will be taught to:</p> <ul style="list-style-type: none"> • identify a keyboard by its proper name • change the font, style, size and colour of text • highlight words effectively demonstrating good mouse control • add images to their presentation and resize and relocate them on the page • take appropriate pictures with a digital camera • record themselves doing a chant



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<p>Year 2: In the 'Pirates' topic children will be taught to:</p> <ul style="list-style-type: none">• Edit, copy, cut and paste in Word• Format text in Word• Copy and format a picture in Word• Save and print a document <p>In the 'World War' topic children will be taught to:</p> <ul style="list-style-type: none">• Create a new PowerPoint• Create new slides• Copy a picture from the Internet and paste it onto a slide.• Format text in slides. <p>Throughout the year children will be taught about how to stay safe using a computer.</p>	<p>Year 2: In the 'Traditional Tales' topic children will be taught to:</p> <ul style="list-style-type: none">• Design an algorithm to guide a robot Little Red Riding Hood safely to Granny's• Test and debug the algorithm using a dry-run• Test the algorithm using a Roamer and debugging the code if needed <p>In the 'Journeys' topic children will be taught to:</p> <ul style="list-style-type: none">• Create an algorithm to move character around a screen using Scratch or Kodu• Use keyboard input to control the character• Learn to debug the code when things don't work as expected	<p>Year 2: In the 'King Arthur & Cornish Studies' topic children will be taught to:</p> <ul style="list-style-type: none">• Create an algorithm for characters to follow a leader• Save and load their work