

## St Peter's Computing Curriculum Map

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<b>EYFS</b>	<p>Within EYFS class discussions, the children will carefully consider how to use the technological equipment safely following our school rules and what they should do if they come across something they don't like. Children will also engage in conversations about technology in our world, where they can find it and how they can use it to help them learn and understand about the world. Through play and guided activities, children will learn how to use digital devices to complete learning activities.</p>					
<b>Year 1</b>	<b>Online Safety</b> Digital Citizenship	<b>Computing Systems and Networks</b> - Technology around us	<b>Creating Media</b> - Digital Art	<b>Introduction to Code</b> - Programming animations	<b>Data</b> - Grouping Data	<b>Programming with Code</b> - Moving a Robot
<b>Year 2</b>	<b>Online Safety</b> Digital Citizenship	<b>Computing Systems and Networks</b> - IT around us	<b>Creating Media</b> - Digital Music	<b>Programming</b> Quizzes	<b>Data</b> - Pictograms	<b>Programming with Code</b> - Robot Algorithms
<b>Year 3</b>	<b>Online Safety</b> Digital Citizenship	<b>Computing Systems and Networks</b> - Connecting Computers	<b>Creating Media</b> - Stop Animation	<b>Programming</b> - Events and actions in programs	<b>Data</b> - Branching Databases	<b>Creating Media</b> - Desktop publishing
<b>Year 4</b>	<b>Online Safety</b> Digital Citizenship	<b>Computing systems and networks</b> - The internet	<b>Programming</b> - Repetition in Shapes	<b>Programming with Code</b> - Repetition in Games	<b>Data</b> - Data Logging	<b>Creating Media</b> - Audio Productions
<b>Year 5</b>	<b>Online Safety</b> Digital Citizenship	<b>Computing Systems and Networks</b> - Systems and Searching	<b>Creating Media</b> - Video Production	<b>Programming</b> - Selection in Quizzes	<b>Data</b> - Flat-file Databases	<b>Creating Media</b> - Introduction to Vector Graphics
<b>Year 6</b>	<b>Online Safety</b> Digital Citizenship	<b>Computing Systems and Networks</b> - Communication and Collaboration	<b>Creating Media</b> - Web page Creations	<b>Programming</b> - Variable in Games	<b>Data</b> - Introduction to Spreadsheets	<b>Programming with Code</b> - Sensing Movement

