

Computing Curriculum Map

	Autumn	Spring	Summer
EYFS	Child initiated play to support the development of early Computing skills in Understanding of the world: Technology		
Year 1	iWrite- An introduction to word processing	iSafe- An introductions to the concept of staying safe online	iCompute for iPads year 1, unit 2- An introduction to computing concepts
Year 2	iCompute for iPads year 2, unit 1- An introduction to algorithms and simple programming	iCompute for iPads year 2, unit 2- An introduction to visual programming language	iBlog- Creation of a blog – developing writing and digital literacy skills
Year 3	iCompute for iPads year 3, unit 1- Extending the children’s understanding of algorithms and programming	iSimulate- An introduction to computer simulations and how they can be use in the real world	iSafe- Developing the knowledge, understanding and skills necessary for being a safe and responsibly digital citizen
Year 4	iCompute- Developing algorithms and programs via coding	iConnect- An exploration of the world wide web and how to safely and efficiently access all it has to offer	iData- An introduction to the concept of data being represented digitally on computers and how it can be stored and manipulated
Year 5	iCompute- Extending the children’s knowledge of using algorithms and programs	iCrypto- An introduction to cryptography and how messages can be encrypted and decrypted for security	iWeb- An exploration of how the world wide web allows people to connect, work together and share information and resources and develop a conceptual understanding of the web
Year 6	iComute- Continuing with visual programming to develop computational creation to create and design games	iNetwork- An exploration of how computer networks connect people in ways that allow them to work together and share information and resources	iSafe- An exploration of the key aspects of e-safety and digital citizenship to enable pupils to engage in smart and safe technology use and online behavior