Subject - Computing Curriculum Map

	EYFS	Year1	Year 1/2	Year 2	Year 3	Year 3/4	Year 4	Year 5	Year 5/6	Year 6
Autumn 2	Remember rules without an adult to remind them	Online Safety 1.1	Coding (Y1) 1.7	Coding 2.1	Coding 3.1	Simulations 3.7	Coding 4.1	Coding 5.1	Word processing (MS Word/ Google) 5.8	Coding 6.1
Autumn 2	Match their developing physical skills to tasks and activities Show resilience and perseverance in the face of a challenge	Grouping and sorting 1.2	Spreadsheets (Y1) 1.8	Online Safety 2.2	Online Safety 3.1	Graphing 3.8	Online Safety 4.2	Online Safety 5.1	Online Safety 6.2	Online safety 6.2
Spring 1	Know and talk about the different factors that support their overall health and wellbeing- sensible amounts of 'screen time'	Pictogram 1.3	Tech outside school (Y1) 1.9	Spreadsheets 2.3	Spreadsheets 3.3	Presenting (PowerPoint/ Google slides) 3.9	Spreadsheets 4.3	Spreadsheets 5.3	Quizzing 6.7	Spreadsheets (MS Excel) 6.9
Spring 2	Develop their small motor skills so that they can use a range of tools competently, safely and confidently	Lego builders 1.4	Online Safety 2.2	Questioning 2.4	Touch typing 3.4	Online Safety 4.2	Writing for different audiences 4.4	Databases 5.4	Binary 6.8	Blogging 6.4
Summer1	Explore, use and refine a variety of artistic effects to express their ideas and feelings	Maze Explorers 1.5	Making music 2.7	Effective searching 2.5	Email 3.5	Effective searching 4.7	Logo 4.5	Game creator 5.5	Spreadsheets 6.9	Text adventures 6.5
Summer 2	Be confident to try new activities and show independence, resilience and perseverance in the face of challenge Explain the reasons for rules, know right from wrong and try to behave accordingly Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and functions	Animated stories 1.6	Presenting ideas 2.8	Creating pictures 2.6	Branching databases 3.6	Hardware investigators 4.8	Animation 4.6	Modelling 5.3	Concept maps 5.7	Networks 6.6