



Computing – Curriculum Map

	Theme	Topic	Building on	Preparing for
Penguins EYFS	Programming	All about instructions		Algorithms unplugged (Year 1)
	Programming	Programming Beebots	All about instructions (EYFS)	Programming Beebots (Year 1)
	Data handling	Introduction to data		Introduction to data (Year 1)
	Computing networks & systems	Using a computer		Improving mouse skills (Year 1)
Turtles Year 1	Computing networks & systems	Improving mouse skills	Using a computer (EYFS)	What is a computer? (Year 2)
	Programming	Algorithms unplugged	All about instructions (EYFS)	Algorithms and debugging (Year 2)
	Programming	Programming Beebots	Programming Beebots (EYFS)	Algorithms and debugging (Year 2)
	Data handling	Introduction to data	Introduction to data (EYFS)	Investigating weather (Year 3/4)
Dolphins Year 2	Computing networks & systems	What is a computer?	Improving mouse skills (Year 1)	Networks and the internet (Year 3/4)

	Programming	Algorithms and debugging	Algorithms unplugged (Year 1)	Scratch Junior (Year 2)
	Programming	Scratch Junior	Algorithms and debugging (Year 2)	Scratch (Year 3/4)
	Creating media	Stop motion		Video trailers (Year 3/4)
Seahorses Year 3 & 4	Programming	Scratch	Scratch Junior (Year 2)	Further coding with Scratch (Year 3/4)
	Creating media	Video trailers	Stop motion (Year 2)	Stop motion animation (Year 5/6)
	Programming	Further coding with Scratch	Scratch (Year 3/4)	Programming music (Year 5/6)
	Data handling	Investigating weather	Introduction to data (Year 2)	Mars Rover 1 (Year 5/6)
	Computing networks & systems	Networks and the internet	What is a computer? (Year 2)	Journey inside a computer (Year 3/4)
	Programming	Computational thinking	Algorithms and debugging (Year 2)	Programming music (Year 5/6)
	Computing networks & systems	Journey inside a computer	Networks and the internet (Year 3/4)	Collaborative learning (Year 3/4)
	Computing networks & systems	Collaborative learning	Journey inside a computer (Year 3/4)	Search engines (Year 5/6) Bletchley Park and History of Computers (Year 5/6)

Sharks Year 5 & 6	Programming	Programming music	Further coding with Scratch (Year 3/4)	
	Data handling	Mars Rover 1	Investigating weather (Year 3/4)	Big data (Year 5/6)
	Computing networks & systems	Search engines	Collaborative learning (Year 3/4)	
	Data handling	Big data	Mars Rover 1 (Year 5/6)	
	Programming	Introduction to Python	Further coding with Scratch (Year 3/4)	
	Computing networks & systems	Bletchley Park and History of Computers	Collaborative learning (Year 3/4)	
	Computing networks & systems	Exploring AI	Bletchley Park and History of Computers (Year 5/6)	
	Creating media	Stop motion animation	Stop motion (Year 2) History of computers (Year 5/6)	