



Whittaker Moss Computing Curriculum Map 2024-25

<u>Year Group</u>	<u>Autumn 1</u>	<u>Autumn 2</u>	<u>Spring 1</u>	<u>Spring 2</u>	<u>Summer 1</u>	<u>Summer 2</u>
<u>Year One</u>	Computing Systems – Tech around us	Creating Media – Digital Painting	Programming A: Moving a Robot	Data and Information: Grouping Data	Creating Media: Digital Writing	Programming B: Introduction to Animation
<u>Year Two</u>	Computing systems: IT around us unplugged	Creating media: Digital photography	Programming A: Robot Algorithms - Beebots	Data and Information: Pictograms	Laptop skills – Word processing.	Programming B: Programming Quizzes
<u>Year Three</u>	Computing systems: Connecting computers	Creating media: Stop Frame Animation	Programming A: Sequencing Sounds	Data and Information: Branching Databases	Creating Media: Desktop Publishing	Programming B: Events and Actions in Programs
<u>Year Four</u>	Computing systems: The Internet – online services	Creating media: Audio Production	Programming A: Repetition in Shapes	Data and Information: Data Logging	Creating Media: Photo Editing	Programming B: Repetition in Games
<u>Year Five</u>	Computing systems: Searching and searching	Creating media: Video production	Programming A: Selection in physical computing	Data and Information: Flat-file databases	Creating Media: Vector drawings	Programming B: Selection in Quizzes
<u>Year Six</u>	Computing systems: Communication and collaboration	Creating media: Web page creation	Programming A: Variables in Games	Data and Information: Intro to Spreadsheets	Creating Media: 3D Modelling	Programming B: Sensing Movement