

## St Nicolas' Computing Curriculum Map 2023 - 2024

Our Christian values are **respect, honesty, love and friendship, peace, thankfulness and courage**

**Jesus said, 'I am the vine and you are the branches.'**

RE	autumn	spring	summer
<b>Reception</b>	<p>Listen to and play digital stories</p> <p>Talk about digital devices</p> <p>Use technology to learn about the world</p> <p>Use a mouse to click and drag</p> <p>Find the letters of my name on the keyboard</p> <p>Ask questions about devices</p>	<p>Take a photograph</p> <p>Use a digital device to make pictures, videos and music</p> <p>Record my voice on a digital device</p> <p>Talk about what I am doing on an ipad</p> <p>Complete a paint project</p> <p>Use technology in my role play</p>	<p><b>Know that passwords help to keep information safe and talk about ways to keep safe when using a digital device</b></p> <p>Count, sort and group information</p> <p>Make toys work using buttons and switches</p> <p>Put instructions in order</p> <p>Plan a route for a friend or a Beebot</p> <p>Programme a Beebot to reach a destination</p>
<b>Y1</b>	<p>Computing systems and networks – Technology around us</p> <p>Creating media – Digital painting</p>	<p>Programming A – Moving a robot</p> <p>Data and information – grouping data</p>	<p>Creating media – Digital writing</p> <p>Programming B – Introduction to animation</p>
<b>Y2</b>	<p>Computing systems and networks – IT around us</p> <p>Creating media – Digital photography</p>	<p>Programming A – Robot algorithms</p> <p>Data and information - Pictograms</p>	<p>Creating media – Making music</p> <p>Programming B – An introduction to quizzes</p>
<b>Y3</b>	<p>Computing systems and networks – Connecting computers</p> <p>Creating media - Animation</p>	<p>Programming A – sequence in music</p> <p>Data and information – Branching databases</p>	<p>Creating media – Desktop publishing</p> <p>Programming B – Events and actions</p>
<b>Y4</b>	<p>Computing systems and networks – The internet</p> <p>Creating media – Audio editing</p>	<p>Programming A – Repetition in shapes</p> <p>Data and information – Data logging</p>	<p>Creating media – photo editing</p> <p>Programming B – Repetition in games</p>
<b>Y5</b>	<p>Computing systems and networks – Sharing information</p> <p>Creating media – Video editing</p>	<p>Programming A – Selection in physical computing</p> <p>Data and information – flat file data bases</p>	<p>Creating media – Vector drawing</p> <p>Programming B – Selection in quizzes</p>
<b>Y6</b>	<p>Computing systems and networks – communication</p> <p>Creating media – Web page creation</p>	<p>Programming A – Variables in games</p> <p>Data and information - Spreadsheets</p>	<p>Creating media – 3D modelling</p> <p>Programming B – Sensing</p>