Northowram Primary School **COMPUTING** Long Term Curriculum Map (from Sept 2020)

Year	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Nursery	How to use a Desktop computer and Ipads.	Explore how things work – torches.	Explore how things work – Beebots Using the smartboard to search for weather forecast	Explore how things work – Remote control cars.	Explore how things work – taking photos and videos on Ipads.	Computer safety
Reception	How to use a Desktop and Ipads.	How to use a Desktop.	Recording data	Internet research	Making and editing videos	Computer Safety
1	Getting Started – login, navigate and Mouse Skills	Programming: Bee-Bot	Algorithms unplugged – Algorithms in real life	Rocket to the moon – sequencing and debugging in a rocket project	Introduction to Data – gathering and recording animal data	Digital Imagery – photo capture and editing
2	What is a computer? Inputs/outputs and uses	Word processing – Touch typing and staying safe online	Programming: Scratch JR programming apps	Algorithms and debugging – programming plugged in and unplugged	International Space Station – Data collection, display and interpretation	Stop Motion – story boarding then creating simple animations
3	Emailing – with attachments and cyber-bullying	Programming Scratch – programming Apps	Journey inside a Computer – Inputs/Outputs and Purposes	Networks – Sharing information and the Internet	Digital Literacy – creating book trailers	Top Trumps Databases – Understanding and Using databases
4	**Investigating Weather – research and storing data and green screen video**	Further coding with scratch	Website Design – website creation and Google sites	HTML – editing the HTML and CSS of a web page to change the layout of a website and the text and images	Collaborative Learning – Google docs, slides, form and sheet	Computational thinking – plugged and unplugged to develop the 4 areas of computational thinking

5	Online Safety – potential dangers and safety	Micro:bit the meaning and purpose of programming	Sonic Pi – music programming apps	Search Engines – research skills and finding accurate information	Mars Rover 1 – Data transfer and binary Code	Mars Rover 2 – Mars Rover 2
6	Introduction to Python – Using the programming language of Python	Big Data 1: Barcodes, QR codes and RFID	Big Data 2: Data Usage and Smart Schools	Skills Showcase – design and promote a new product	Bletchley Park 1 – Code breaking and password hacking	Bletchley Park 2 – WW11 and the first Computers