	Curriculum Map: Computing						
	Key Knowledge and Skills	**Term 1**	**Term 2**	**Term 3**	**Term 4**	**Term 5**	**Term 6**
Reception	• Children to gain exposure to a wide range of technology in preparation for KS1, including cameras, microphones, tablets, floor robots, interactive whiteboard	**Who am I?**	**How do we celebrate?**	**What Is Darkness?**	**Where can we go?**	**How do we care for animals?**	**How have I changed?**
Enrichment	• Local area photography walk • Filming of retelling of stories using Ipads • BeeBots as part of continuous provision • Where can we grow- • Safer Internet Day • BeeBots to be used to support directional language – maths objectives. • Termly online safety			Beebots to be used as part of map making.	Beebots to be used as part of map making.		
Year 1	• Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions • Create and debug simple programs • Use logical reasoning to predict the behaviour of simple programs • Use technology purposefully to create, organise, store, manipulate and retrieve digital content • recognise common uses of information technology beyond school • use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.	**What do artists do? What grows near me?** **Computing systems and Network-** **Technology around us**	**How has my school changed?** **Creating Media-Digital Painting**	**What changes around me? What is my hat made of?** **Creating Media-Digital writing**	**Who helps who? Where is my school?** **Data and Information** **Grouping Data**	**How do we move around?** **Programming A-** **Moving a Robot**	**What am I? What might I do in the future?** **Programming B** **Programming Animations**
Enrichment	• School trip photography • Safer Internet Day • BeeBots to be used to support directional language – maths objectives. • Termly online safety	Ipads to take photographs during local walk to the art studios and	Ipdas to take photos of artifacts from the George Muller museum.		Beebots to support map making within provision.	Ipads to take photos of mechanisms around school.	

	• Chrome books to be used in child initiated time to ensure children can practise logging on with independence.	walk to local orchard. Photographing plants in the playground.					Ipads to take videos of moving objects in the local area e.g swing at the park/ plane in the sky.	
Year 2	• understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions • create and debug simple programs • use logical reasoning to predict the behaviour of simple programs • use technology purposefully to create, organise, store, manipulate and retrieve digital content • recognise common uses of information technology beyond school use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.	**What can my puppet be made of?** **Technology around us**	**What is home??** **Creating Media – digital photography**	**How can we help?** **Creating king Media – Making Music**	**What did Brunel do for Great Britain?** **Data - pictograms**	**How are schools the same? ?** **Programming A-Robot algorithms.**	**How do plants grow near me?** **Programming B – Programming quizzes**
Enrichment	Taking pictures on school trips Safer Internet Day Termly online safety			Ipads to film hot seating opportunities.		Beebots to support directional language.	Use Scratch to make an animation of plant growth.
Extra-Curricular Activities							