Curriculum Intent and Breadth Map - Computing

Computing Intent Computing uses many skills that will continue throughout life. We aim for well-rounded, creative learning - developing logical, computational thinking to build resilience and problem solving. Children look at programming with logic and problem-solving skills, using their own individual styles. Presenting and processing skills are beneficial for life, allowing manipulation of data. Acquiring a sense of online safety and security, examining what they see and keeping safe forms a central thread throughout our computing curriculum.

		Autumn		Spring		Summer	
Key Stage 1	Year 1	Technology around us	Digital painting	Moving a robot	Grouping data	Digital writing	Programming animations
	Year 2	Information technology around us	Digital photography	Robot algorithms	Pictograms	Digital music	Programming quizzes
Key Stage 2	Year 3	Connecting computers	Stop-frame animation	Sequencing sounds	Branching databases	Desktop publishing	Events and actions in programs
	Year 4	The Internet	Audio production	Repetition in shapes	Data logging	Photo editing	Repetition in games
	Year 5	Systems and searching	Video production	Selection in physical computing	Flat-file databases	Vector graphics	Selection in quizzes
	Year 6	Communication and collaboration	Webpage creation	Variables in games	Introduction to spreadsheets	3D modelling	Sensing movement