



Holy Trinity Church of England Primary School

To be the best we can be: for God, for others and for ourselves

Computing Curriculum Map

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Reception	Simple operation of iPads SMART Rules	QR codes for games/stories	Old/New Technology Online Safety – Smartie the penguin	Programmable Toys	Exploring ICT for different purposes SMART Rules	Logging into Purple Mash
Year 1	Lego Builders (To follow and create simple instructions on the computer and consider how they affect the result)		Animated Story Books (To add animation and sound to a story)		Coding (To use code blocks to make the character perform actions)	Technology Outside School (To find examples of where technology is used in the local community)
Year 2	Coding (To use the repeat and timer command)		Spreadsheets (To use 2Calculate image, lock, move cell, speak and count tools to make a counting machine)		Effective Searching (To gain a better understanding of searching the internet)	
Year 3	Coding (To understand and use variables in 2Code)		Email (To open and respond to an email and to add an attachment to an email)		Branching Databases (To create a branching database using 2Question)	
Year 4	Coding (To learn about and use computational thinking terms decomposition and abstractions)		Online Safety (To know that information online leaves a digital footprint or trail)		Effective Searching (To use search effectively to find information and to assess whether an information source is true and reliable)	
Year 5	Coding (To explore string and text variable types so that the most appropriate can be used in programs)		Game Creator (To create, share and evaluate a game quest)		Modelling (To be introduced to 2Design & Make and the skills of computer aided design)	
Year 6	Coding (To use functions and tabs in 2Code to improve the quality of the code)		Blogging (To identify the purposes of writing a blog and its key features)			Networks (To learn about what the internet consists of and to think about what the future might hold)