



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	Coding (To use code blocks to make the character perform actions)		Animated Story Books (To add animation and sound to a story)		Lego Builders (To follow and create simple instructions on the computer and consider how they affect the result)	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)