**Computing- Curriculum Map – Cycle B**

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | Autumn 1 | Autumn 2 | | Spring 1 | Spring 2 | Summer 1 | | Summer 2 |
| EYFS | Computing is not part of the EYFS Statutory Framework, but there is much that goes on in the EYFS that provides a foundation for computational thinking – the golden thread that runs through Computing in the National Curriculum. In the Statutory Framework for EYFS, the early learning goal from the ‘technology’ strand in the ‘understanding the world’ area of learning, requires that, ‘children recognise that a range of technology is used in places such as homes and schools’. | | | | | | | |
| Year 1 | Computing Skills | Word Processing Skills | | Online Safety \* | Programming Toys | Digital Painting | | Scratch |
| Year 2 | Presentation Skills | Technology Around Us | | Online Safety\* | Computer Art | Preparing for Turtle Logo | | Programming Turtle and Logo |
| Year 3 and 4 | Word Processing  (Y3 to include practise of keyboard skills) | Online Safety | | Programming\* | Scratch | Animation | | Spreadsheets |
| Year 4 and 5 | Word Processing  (Y3 to include practise of keyboard skills) | Online Safety | | Programming\* | Scratch | Animation | | Spreadsheets |
| Year 6 | Online Safety | | Word Processing\*  (focus on practise of keyboard skills and presentation ready for English writing) | | Scratch – animated stories | | Film Making  (if time allows: Kodu programming) | |

\*Safer **Internet** Day **2024**, taking place on 6th February **2024**