Computing - Curriculum Map

	Autumn 1	Autumn 2	Spring 1**	Spring 2	Summer 1	Summer 2
Year 1	Computer Skills Co 1.4	Programming Toys Co 1.1; Co 1.2; Co 1.3	Online Safety Co 1.5; Co 1.6	Word Processing Co 1.4; Co 1.5	Painting Co 1.4; Co 1.5	
Year 2	Presentation Skills (include practise of keyboard skills) Co 1.4; Co 1.5		Online Safety Co 1.5; Co 1.6	Using the Internet Co 1.5; Co 1.6	Preparing for Programming Co 1.1; Co 1.2; Co 1.3	Programming Co 1.1; Co 1.2; Co 1.3
Year 3	Word Processing (include practise of keyboard skills) Co 2.6; Co 2.7		Online Safety Co 2.4; Co 2.5; Co 2.7	Internet Research Co 2.4; Co 2.5; Co 2.6; Co 2.7	Programming Co2.1; Co2.2; Co2.3	
Year 4	Word Processing Co 2.6; Co 2.7	Online Safety Co 2.4; Co 2.5; Co 2.7	Scratch Co 2.1; Co 2.2; Co 2.3		Animation Co 2.6; Co 2.7	
Year 5	Online Safety Co 2.4; Co 2.5; Co 2.7	Spreadsheets Co 2.6; Co 2.7	Scratch Co 2.1; Co 2.2; Co 2.3	3D Modelling Co 2.1; Co 2.2; Co 2.3	Radio Station Co 2.6; Co 2.7	
Year 6	Online Safety Co 2.4; Co 2.5; Co 2.7	Word Processing (focus on practise of keyboard skills and presentation ready for English writing) Co 2.6; Co 2.7	Scratch – animated stories Co 2.1; Co 2.2; Co 2.3		Film Making Co 2.6; Co 2.7	

*All aspects of the curriculum should include elements of E-safety related to the topics and skills being taught to ensure that children can access these safely.

** Include activities for Safer Internet Day in February each year (details will be sent to each teacher prior to the day including the date, theme and links to resources).