

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	Coding Cats and Dogs	Creative computing	Awesome animations	Terrific technology	Creative creature coding	Online safety creations
Year 2	Game Making	Animation	Online treasure hunt	Presenting our community	Coding a story	Online safety comic creator
Year 3.4	Solving Problems with Algorithms	School Radio Show	Gathering Data - Online Research	Presenting Data - Spreadsheets and Databases	Game Design - Scratch	Digital Citizenship - Podcasters
Year 4.5	Solving Problems with Algorithms	School Radio Show	Gathering Data - Online Research	Presenting Data - Spreadsheets and Databases	Game Design - Scratch	Digital Citizenship - Podcasters
Year 6	Robotics	Photo editing movie stars	Web designs	Lemonade stand game hacking with data analysis	Arcade gaming advanced visual programming	Digital citizenships web designs

*Safer Internet Day 2027, taking place on Tuesday 9th February 2027