Ashleigh Primary School Computing Curriculum Map

Big Question

Big Idea

What things are we learning about?

	Information Technology		Computer Science
Year 1	How can we save memories on a computer/tablet? Photographs can be taken of special events and saved digitally to look at in the future. We are learning how to take photographs and how to save them digitally (PicCollage).	E-Safety	Can you tell a machine what to do? Machines are programmed by people to perform specific tasks. We are learning to program a machine to move (BeeBots).
Year 2	Can we write on a computer? Writing can be done, edited and saved on a computer/tablet using different apps. We are learning how to write, edit and save text using apps on a computer/tablet (PicCollage).	E-Safety	Can we talk to computers? Computers are programmed by people and can be told to change. We are learning to change images on a computer using basic code (Scratch Jnr.)
Year 3	Do computers have brains? Information can be found on the internet that comes from humans; some information can be trusted but some cannot. We are learning to use search engines and gather information from websites to produce an e-book (Book Creator).	E-Safety	Can we tell a computer what to do? We can create on computers using code. We are learning to program a computer using more advanced code (LightBot/Scratch).

Year 4	**How are films made?** Videos, writing and pictures can be added into apps and edited once in them to create videos. We are learning to create our own short trailers for a film about Ashleigh Primary School (iMovie).	**E-Safety**	**How do electrical appliances work?** Electrical appliances are programmed to work by humans and can be started and stopped in different ways. We are learning to make a nightlight that will turn on and off (Primary Crumbles).
Year 5	**Can computers talk to each other?** Humans can use computers to communicate with each other and collaborative projects can be done together on different devices at the same time. We are learning to collaborate with each other on different devices to present information (Google Slides).	**E-Safety**	**How do alarms work?** Electrical appliances are programmed to work by humans and can be started and stopped in different ways. We are learning to make an alarmed box that will turn on and off (Primary Crumbles).
Year 6	**Are computers good at Maths?** **Understand how data is stored, organised, and used to represent real-world situations.** We are learning to insert, retrieve and interpret data into a spreadsheet (Google Sheets).	**E-Safety**	**How is a computer game made?** Computer games are made by people using advanced coding. We are learning to produce our own computer game (Python).

E-Safety curriculum (taught throughout units and in PSHE lessons):

- use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies (KS1).
- use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact (KS2).