Kellington Primary School: Curriculum Content Map

Kellington Primary School
Our School – Our Future

Computing Content Map:	Cycle A	2023-24	2025-26	2027-28

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
1 & 2	**Computing systems and networks – Technology around us** Recognising technology in school and using it responsibly.	**Creating media – Digital photography** Capturing and changing digital photographs for different purposes.	**Programming A – Moving a robot** Writing short algorithms and programs for floor robots, and predicting program outcomes.	**Data and information – Grouping data** Exploring object labels then using them to sort and group objects by properties.	**Creating media - Digital music** Using a computer as a tool to explore rhythms and melodies, before creating a musical composition.	**Programming B - Programming quizzes** Designing algorithms and programs that use events to trigger sequences of code to make an interactive quiz.
3 & 4	**Technology in Our lives** Identifying that digital devices have inputs, processes and outputs, and how devices can be connected to make networks.	**Programming A - Repetition in Shapes** using a text-based programming language to explore count-controlled loops when drawing shapes.	**Programming B - Repetition in Games** Using a block-based programming language to explore count-controlled and infinite loops when creating a game.	**Data and Information - Data Logging** recognising how and why data is collected over time, before using data loggers to carry out an investigation.	**Creating Media - Animation** capturing and editing digital still images to produce a stop-frame animation that tells a story.	**Creating Media - Desktop Publishing** creating documents by modifying text, images, and page layouts for a specified purpose.
5 & 6	**Systems and Searching – Technology in Our Lives** Recognising IT systems in the world and how some can enable searching on the internet.	**Programming A - Variables in Games** Exploring variables when designing and coding a game.	**Programming B - Sensing** Designing and coding a project that captures inputs and outputs from a physical device.	**Data and information - Flat-file database** Using a database to order data and create charts to answer questions.	**Creating Media - Video Editing** Planning, capturing and editing video to produce a short film.	**Creating Media - Web Page Creation** Designing and creating web pages, giving consideration to copyright, aesthetics and navigation.

Computing Content Map:	Cycle A	2024-25	2026-27		2028-29

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
1 & 2	**Computing systems and networks – IT around us** Identifying IT and how its responsible use improves our world in school and beyond.	**Creative media - Digital Painting** Choosing appropriate tools in a program to create art, and making comparisons with working non-digitally.	**Programming A – Robot algorithms** Creating and debugging programs, and using logical reasoning to make predictions.	**Data and information – Pictograms** Collecting data in tally charts and using attributes to organise and present data on a computer.	**Creating media – Digital writing** Using a computer to create and format text, before comparing it to writing non-digitally.	**Programming B - Programming animations** Designing and programming the movement of a character on screen to tell stories.
3 & 4	**Technology in Our lives** recognising the internet as a network of networks including the world wide web, and why we should evaluate online content.	**Programming A - Sequence in Music** Creating sequences in a block-based programming language to make music.	**Programming B - events and actions** Writing algorithms and programs that use a range of events to trigger sequences of actions.	**Data and Information - Branching Databases** building and using branching databases to group objects using yes/no questions.	**Creating Media - Audio Editing** capturing and editing audio to produce a podcast, ensuring that copyright is considered.	**Creating Media - Photo Editing** Manipulating digital images, and reflecting on the impact of changes and whether the required purpose is fulfilled.
5 & 6	**Computing systems and networks - Communication and collaboration** Exploring how data is transferred by working collaboratively online.	**Data and information - Spreadsheets** Answering questions by using spreadsheets to organise and calculate data.	**Programming A - A Selection in Physical Computing** Exploring conditions and selection using a programmable microcontroller.	**Programming B - Selection in Quizzes** Exploring selection in programming to design and code an interactive quiz.	**Creating Media - Vector Drawing** Creating images in a drawing program by using layers and groups of objects.	**Creating Media - 3D Modelling** Planning, developing and evaluating 3D computer models of physical objects.