Wellesbourne Primary and Nursery School
Computing Curriculum Map

	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
AUTUMN	Within the provision there are toys and equipment that allow the children to practise computational and logical thinking. Children have access to tablets, computers and IWB to be able to practise their information technology skills. Children will discuss online safety through stories and role play.	**COMPUTER DETECTIVE** Keyboard and mouse skills	**USING THE INTERNET** Typing skills	**NETWORKS** Connecting computers **ANIMATION** Flipaclip	**ANIMATION** Hadrian's Wall **NETWORKS** The Internet	**COMPUTING SYSTEMS** Sharing Information **DATA AND INFORMATION** Flat file database	**CREATING MEDIA** Web page creation **PROGRAMMING** Variables in Games
SPRING		**PROGRAMMING** Moving a robot **DATA AND INFORMATION** Grouping Data	**PROGRAMMING** Robot algorithms **DATA AND INFORMATION** Pictograms	**PROGRAMMING** Code.org Pre-reader express	**PROGRAMMING** Code.org Express	**PROGRAMMING** Selection in quizzes	**Creating Media** 3D Modelling
SUMMER		**DIGITAL ART** **ANIMATION** Inanimate comes to life	**COMPUTER ART** Bauhouse and Popart **PRESENTATION SKILLS** story telling	**DATA AND INFORMATION** Branching database **PODCASTS** Stone age show	**DATA HANDLING** Senses **PHOTOGRAPHY** Photo Editing	**PHOTOGRAPHY** Lenses **CREATING MEDIA** Vector Drawing	**VIDCAST** Moving on