

## Computing Curriculum Map Cycle A 2024 - 26

| Year Groups                     | Autumn Term 1                                                                                                                                                                                                     | Autumn Term 2                                                                      | Spring Term 1                                                                                 | SpringTerm 2                                                     | Summer 1                                                                                                                   | Summer 2                                                      |
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| Care of our Environment         | Culture and Diversity                                                                                                                                                                                             |                                                                                    | Creativity and Innovation                                                                     |                                                                  | Economy and Power                                                                                                          |                                                               |
| EYFS - Pre School               | Please see separate EYFS Pre School curriculum information                                                                                                                                                        |                                                                                    |                                                                                               |                                                                  |                                                                                                                            |                                                               |
| EYFS - Reception                | Paint programme<br>Google Earth (comparing to an Atlas)<br>Programming – remote control cars<br>ESafety                                                                                                           |                                                                                    | Programming - Code-a-pillars<br>Google Earth<br>Using a search engine (as a class)<br>ESafety |                                                                  | Using a camera<br>Programming - Beebots<br>Using a search engine (small group)<br>ESafety                                  |                                                               |
| Ongoing throughout the year     | Sound and Music: CD Player    Role Play technology: computer/laptop/phones etc. iPads for photography/videos<br>Child initiated access to technology such as remote control cars/iPad for apps inc. maths/phonics |                                                                                    |                                                                                               |                                                                  |                                                                                                                            |                                                               |
| Year 1 and 2<br>ESafety Ongoing | Programme <b><u>NCCE</u></b> - Moving a Robot<br><br>Computational Thinking<br><b><u>Barefoot</u></b> - Logic world Map                                                                                           | Collaborate and Communicate<br><b><u>NCCE</u></b> - Digital Writing<br><br>ESafety | Computer Network<br><b><u>NCCE</u></b> - Technology Around Us<br><br>Computational Thinking   | Programme <b><u>NCCE</u></b> - Intro to animation<br><br>ESafety | Productive <b><u>NCCE</u></b> - Grouping Data<br><br>Computational Thinking<br><b><u>Barefoot</u></b> - Patterns Unplugged | Creative <b><u>NCCE</u></b> - Digital Painting<br><br>ESafety |

## Broadwas CofE Primary School

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|                                 |                                                                                                                                         |                                                                                | <b>Barefoot</b> -<br>Decomposition<br>Beebots Basics                                                                                   |                                                                   |                                                                                                                                                              |                                                                                 |
| Year 3 and 4<br>ESafety Ongoing | Programme<br><b>NCCE</b> -<br>Sequence in<br>Music<br><br>Computational<br>Thinking<br><b>Barefoot</b> - Logic -<br>Bug in the Water    | Computer<br>Network<br><b>NCCE</b> -<br>Connecting<br>Computers<br><br>ESafety | Creative<br><b>NCCE</b> -<br>Animation<br><br>Computational<br>Thinking<br><b>Barefoot</b> -<br>Decomposition -<br>Animated Poem       | Programme<br><b>NCCE</b> - Events<br>and Actions<br><br>ESafety   | Productive<br><b>NCCE</b> -<br>Branching<br>Databases<br><br>Computational<br>Thinking<br><b>Barefoot</b> -<br>Evaluation -<br>Shapes and<br>Crystal Flowers | Create<br><b>NCCE</b> - Desktop<br>Publishing<br><br>ESafety                    |
| Year 5 and 6<br>ESafety Ongoing | Programme<br><b>NCCE</b> - Selection<br>in physical<br>computing<br><br>Computational<br>Thinking<br><b>Barefoot</b> - Code<br>Cracking | Computer<br>Networks<br><b>NCCE</b> - Systems<br>and Searching<br><br>ESafety  | Creative<br><b>NCCE</b> - Vector<br>Drawing<br><br>Computational<br>Thinking<br><b>Barefoot</b> -<br>Evaluation - Kodu<br>Game Builder | Programme<br><b>NCCE</b> - Selection<br>in quizzes<br><br>ESafety | Productive<br><b>NCCE</b> - Flat File<br>Databases<br><br>Computational<br>Thinking<br><b>Barefoot</b> -<br>Abstract - Solar<br>System                       | Collaborate and<br>Communicate<br><b>NCCE</b> - Video<br>Editing<br><br>ESafety |

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## Computing Curriculum Map Cycle B 2024 - 26

| Year Groups                     | Autumn Term 1                                                                                                                                                                                                     | Autumn Term 2                                                                      | Spring Term 1                                                                                                      | SpringTerm 2                                                       | Summer 1                                                                                                                           | Summer 2                                                              |
|---------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------|
| Care of our Environment         | Culture and Diversity                                                                                                                                                                                             |                                                                                    | Creativity and Innovation                                                                                          |                                                                    | Economy and Power                                                                                                                  |                                                                       |
| EYFS - Pre School               | Please see separate EYFS Pre School curriculum information                                                                                                                                                        |                                                                                    |                                                                                                                    |                                                                    |                                                                                                                                    |                                                                       |
| EYFS - Reception                | Paint programme<br>Google Earth (comparing to an Atlas)<br>Programming – remote control cars<br>ESafety                                                                                                           |                                                                                    | Programming - Code-a-pillars<br>Google Earth<br>Using a search engine (as a class)<br>ESafety                      |                                                                    | Using a camera<br>Programming - Beebots<br>Using a search engine (small group)<br>ESafety                                          |                                                                       |
| Ongoing throughout the year     | Sound and Music: CD Player    Role Play technology: computer/laptop/phones etc. iPads for photography/videos<br>Child initiated access to technology such as remote control cars/iPad for apps inc. maths/phonics |                                                                                    |                                                                                                                    |                                                                    |                                                                                                                                    |                                                                       |
| Year 1 and 2<br>ESafety Ongoing | Creative<br><b><u>NCCE</u></b> - Making Music<br><br>Computational Thinking<br><b><u>Barefoot</u></b> - Creating Scratch                                                                                          | Collaborate and Communicate<br><b><u>NCCE</u></b> - Digital Photography<br>ESafety | Productive<br><b><u>NCCE</u></b> - Pictograms<br><br>Computational Thinking<br><b><u>Barefoot</u></b> - Algorithms | Programmes<br><b><u>NCCE</u></b> - Robot Algorithms<br><br>ESafety | Computer Networks<br><b><u>NCCE</u></b> - IT around us<br>Computational Thinking<br><b><u>Barefoot</u></b> - Logic Crazy Character | Programmes<br><b><u>NCCE</u></b> - Introduction to Quizzes<br>ESafety |

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| Year 3 and 4<br>ESafety Ongoing | Creative <b>NCCE</b> - Audio Editing<br><br>Computational Thinking <b>Barefoot</b> - Decomposition and Evaluation - Make a Game Project | Collaborate and Communicate <b>NCCE</b> - Photo Editing<br><br>ESafety     | Productive <b>NCCE</b> - Data Logging<br><br>Computational Thinking <b>Barefoot</b> - Algorithms and Patterns - Reusing Recipes | Computer Network <b>NCCE</b> - The Internet<br><br>ESafety | Programme <b>NCCE</b> - Repetition in shapes<br><br>Computational Thinking <b>Barefoot</b> - Logic - Logic Unplugged | Programme <b>NCCE</b> - Repetition in games<br><br>ESafety |
| Year 5 and 6<br>ESafety Ongoing | Computer Network <b>NCCE</b> - Communication<br><br>Computational Thinking <b>Barefoot</b> - Logic - Unplugged                          | Collaborate and Communicate <b>NCCE</b> - Web page creation<br><br>ESafety | Productive <b>NCCE</b> - Spreadsheets<br><br>Computational Thinking <b>Barefoot</b> - Algorithms - Viking Raid                  | Creative <b>NCCE</b> - 3D Modelling<br><br>ESafety         | Programme <b>NCCE</b> - Variables in Games<br><br>Computational Thinking <b>Barefoot</b> - Patterns - Data Dash      | Programme <b>NCCE</b> - Sensing<br><br>ESafety             |