



**Samuel Barlow**  
Primary Academy

# Computing Curriculum

## Overview

# Computing Curriculum Map

Year 1	1.1 Computing systems and networks: Technology around us. 1.2 Creating media: Digital painting E-safety: Self-image and identity, Online relationships, Online reputation	1.3 Programming: Moving robots 1.4 Data and information: Grouping data E-safety: Online bullying, Managing online information, Health, well-being and lifestyle	1.5 Creating media-digital writing: Digital writing 1.6 Programming: Programming animations B E-safety: Privacy and security, Copyright and ownership
Year 2	2.1 Computing systems and networks: IT arounds us 2.2 Digital literacy: Digital photography E-safety: Self-image and identity, Privacy and security, Online bullying	2.3 Programming: A robot algorithms 2.4 Data and information: Information pictograms E-safety: Online relationships, Health, well-being and lifestyle	2.5 Creating Media: Digital music 2.6 Programming: Programming quizzes E-safety: Online reputation, Managing online information, Copyright and ownership
Year 3 and 4 A	3.1 Computing systems and networks: Computing systems and connecting networks 3.2 Digital literacy: Media-stop-frame animation E-safety: Self-image and identity, Online reputation, Online bullying	3.3 Programming: Sequencing sounds 3.4 Data and information: Data and information-branching databases E-safety: Online relationships, Privacy and security	3.5 Creating Media: Desktop publishing 3.6 Programming: Actions in programmes E-safety: Managing online information, Health, well-being and lifestyle, Copyright and ownership
Year 3 and 4 B	4.1 Computing systems and networks: The Internet 4.2 Creating media: Media-audio production E-safety: Self-image and identity, Online relationships, Online bullying	4.3 Programming: A reptile in shapes 4.4 Data and information: Data logging E-safety: Online reputation, Managing online information	4.5 Creating media: Media-photo editing 4.6 Programming: Repetition in games E-safety: Health, well-being and lifestyle, Privacy and security, Copyright and ownership
Year 5	5.1 Computing systems and networks: Systems and searching 5.2 Creating media: Media-video production E-safety: Self-image and identity, Online relationships, Privacy and security	5.3 Programming: Physical computing 5.4 Data and information: Flat-file databases E-safety: Health, well-being and lifestyle, Copyright and ownership, Online bullying	5.5 Creating media: Vector Graphics 5.6 Programming: Selection of quizzes E-safety: Online reputation, Managing online information
Year 6	6.1 Computing systems and networks: Communication and collaboration 6.2 Creating media: Webpage creation E-safety: Self-image and identity, Online relationships, Online reputation	6.3 Programming: Variables in games 6.4 Data and information: Spreadsheets E-safety: Online bullying, Health, well-being and lifestyle, Copyright and ownership	6.5 Creating media: 3D modelling 6.6 Programming: Sensing movement E-safety: Managing online information

