




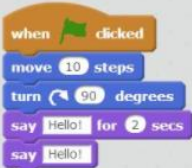






Subject Map: Computing Y1-Y6 coverage

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	KS2 year groups deliver six Digital Citizenship lessons a year. KS1 deliver three of these a year.					
Year 1	'Publishing Learning' Media Processing Typing up our writing (? hours)	'Taking Photos' Media Processing Taking an image of our cards. (? hours)				'Can you plan a journey around the world map?' Algorithms and Programming: Using a bee-bot to travel the world. (5 hours)
Year 2		'Researching and Presenting' Media Processing Research a topic, then make a simple PowerPoint. (1 hour)	'Publishing Learning' Media Processing Typing up our writing (1 hour)			'Geometry Bee Bots' Algorithms and Programming Using computing and maths together (2 hours)
Year 3		'Block Programming' Algorithms and Programming Using Code.org to begin to use blocks of code. (3 hours)	'Researching and Presenting' Media Processing Research a topic, then make a PowerPoint. (2 hours)		'Publishing Learning' Media Processing Typing up our writing (3 hours)	
Year 4		'Block Programming' Algorithms and Programming Using Code.org to use blocks of code. (3 hours)	'Researching and Presenting' Media Processing Research a topic, then make a PowerPoint. (3 hours)			'Publishing Learning' Media Processing Typing up our writing (3 hours)
Year 5			'Publishing Learning' Media Processing Typing up our writing (3 hours)	'Researching and Presenting' Media Processing Research a topic, then make a PowerPoint. (3 hours)		'LEGO WeDo' Algorithms and Programming: Using computing to bring our LEGO creations to life (6 hours)

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Year 6	'Researching and Presenting' <i>Media Processing</i> <i>Research a topic, then make a PowerPoint.</i> (3 hours)		'How do Algorithms work?' <i>Algorithms and Programming</i> <i>Understanding how algorithms effect our lives and why we use them.</i> (4 hours)			'Publishing Learning' <i>Media Processing</i> <i>Typing up our writing</i> (6 hours)
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CS 29/03/21