






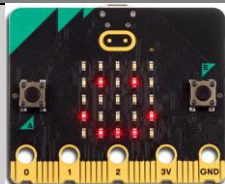




Subject Map: Computing Y1-Y6 coverage

	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 Word processing	'Taking Photos' Media Processing Capturing images	'Recording sound' Media Processing			'Can you plan a journey around the world map?' Algorithms and Programming: Using a bee-bot to travel the world.
Year 2		'Researching and Presenting' Media Processing Research a topic, then make a simple PowerPoint.	'Publishing Learning' Media Processing Word processing			Geometry Bee Bots' Algorithms and Programming Using computing and maths together
Year 3		'Block Programming' Algorithms and Programming Using Code.org to begin to use blocks of code.	'Researching and Presenting' Media Processing Research a topic, then make a PowerPoint.		'Publishing Learning' Media Processing Word processing	
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 Word processing	'Researching and Presenting' Media Processing Research a topic, then make a PowerPoint.		LEGO WeDo' Algorithms and Programming: Bringing our LEGO creations to life
Year 6	'Researching and Presenting' Media Processing Research a topic, then make a PowerPoint.		'How do Algorithms work?' Algorithms and Programming Microbits			'Publishing Learning' Media Processing Word processing