Computing curriculum map 2022-23

Year Group	Computer Science	Digital Literacy	Information Technology
EYFS	EYFS curriculum		
Year 1	**Paper based algorithms and Beebots** ● Simple directional instructions (e.g. Forwards/backwards etc…). ● Giving instructions to a person to follow. ● Simple instructions for a bee bot to follow.	**Pictures tell stories** ● The use of pictures to tell stories in picture books. ● Using photos taken by children in the IT section.	**Taking photos** ● Using equipment to take photos of their surroundings/items. ● Using a digital camera ● Using an in-built camera in a tablet.
Year 2	**Paper based algorithms and Beebots** ● Directional instructions with more complexity (e.g. forward 3, left 2, pick up, put down). ● Giving multi-step instructions to a person to follow. ● More complex instructions for beebots	**Advertising (E.g. a vehicle)** ● Research, design and build a vehicle - advert. ● Using photos/videos from the IT section. ● Editing photos/videos from the IT section. ● Editing images	**Photos and videos** ● Using a digital camera to record video/take pictures ● Using a tablet to record video/take pictures ● Searching the internet for images.
Year 3	**Introduction to Scratch (Scratch tutorials) My First program**	**eBook creation**	**General computer introduction and adapting to desktops/laptops**

	• [Code.org - Studio Course C - sequencing, loops and events.](#) • Scratch Tutorials - overview of scratch • Simple block-based (Scratch) tasks/projects - paired/individual.	• Creating an eBook retelling a story that is already known (famous?). • Use non-digital illustrations. • Attempt to create their own digital illustrations.	• Logging on to a user account, usernames & passwords on the computers. • Introduction to using office apps.
Year 4	**Advanced Scratch Projects**	**Collaborative writing**	**Computer usage - making life easier**
	• [Code.org - Studio Course D - sequencing, loops, events and conditionals.](#) • Scratch Tutorials - overview of scratch. • Simple block-based (Scratch) tasks/projects - individual. • Debugging introduction.	• Collaborative writing to create a news report/sport report. • Using pages to write on the same document.	• Use of presentation applications. • Saving and loading files on computers.
Year 5	**Scratch Projects in more depth - cars**	**Grand Designs?**	**Animation/graphic design**
	• [Code.org - Studio Course E - Nested loops, functions and conditionals](#) • Scratch projects - editing and modifying to make them more complex. • Debugging challenges - students to challenge each other.	• Create a building thinking about materials and design. • Who is the building for? • What is the building for? • Look at the history of buildings and how they have changed.	• Using still images to create an animation - stop motion. • Using a camera/tablets to create the images and then editing them to create their animations.
Year 6	**Complex block coding (Scratch projects) and introduction to text-based coding (Python)?**	**eBook Creation**	**3D modelling**
	• Scratch projects - more	• Create an eBook of their own	• Using an on-line 3D modelling

	complex games and activities following on from Year 5 • Introduction to script-based coding (Python) • Creating a simple game using a script-based approach	writing.	application (Tinkercad) • Carrying out a 3D modelling project (e.g. making a coffee cup with specific dimensions)

If something already works in your year group, please add in details here:
- In 2FE we have been using the tablets in class to support our core skills understanding in English, Maths and Science. We have also use Code.org course B. Children have really enjoyed this. Having the tablets in class means that they can do it in small groups whilst others do a different activity which is more manageable with younger children.

To figure out/finalise/discuss:

- Timetable - When Year groups will use the technology - tablets/computer room etc…
- When will computing be taught - throughout the year/a week/one term?
- How it will be assessed.
- Will stream languages be involved?
- Sites for links for each year group/whole of primary?
- Plans for each section.
- Tablets used inYear 3 as well?
- Managing the tablets?
- Keep ICT as integrated into digital literacy or have it discrete?
- When to do eSafety? - Whole primary/Year groups/Classes? Same time in the year (beginning of the year or safer internet day) or in conjunction/link with PSHE etc…
- Accounts for tablets - simple accounts to allow for all children to use.

Questions/suggestions? - Please add any!
- What equipment do we have? Beebots, devices etc… would be good if they could be managed from central hub. I think there is a tablet login for each class. E.g 2fe@europaschool.uk - LH
- Can we ask PTA for some more equipment e.g portable Chromebooks, for younger years it would be alot easier and so happen if it can happen in the class. - LH

- I think e-safety needs to be done every term, this can be one lesson or sharing an appropriate story book with younger children. And also take part in Internet safety day each year. With the world we are in this is needed. Also fits into PSHE/ RSE curriculum. - LH
- Scratch Jr for years 3 and 4 as it can be done on tablets and leaves the full scratch for 5 and 6. - LH
- Computer science would need to be a separate session but digital literacy should and in our school needs to be integrated with other subjects due to time constraints. Children also see computers as the tool rather than separate. - LH
- I think stream languages need to be involved, they could do some digital literacy, using programmes to support their curriculum. LH