## **Whole School Curriculum Map for Computer Science**

CLASS	AUTUMN TERM 1	AUTUMN TERM 2	SPRING TERM 1	SPRING TERM 2	SUMMER TERM 1	SUMMER TERM 2
Reception	We are Marvellous Internet Safety.  How to use equipment safely. Operating simple technology such as toys.  Understanding that information can be retrieved from computers.	We are having fun on the Farm I know how to Use equipment safely including computers.  I can Use the Interactive Whiteboard to create and adapt.	What hat shall I Wear? I can express my feelings through music Children complete a simple program using 2Simple Music or other age- appropriate software.	We are having fun with technology Children recognise that technology is in the home and school.  I can select and use technology for a particular purpose.	Exploring our World Playing various age related computerised games and electronic toys developing computational thinking.	I am a teacher I can teach someone else to play a game or use some sort of computer technology.
Year 1	Internet Safety with Three Discovery. In house Internet Safety – Thinkuknow Sids Top Tips  It's All about Me Developing Keyboard and Mouse control Explore 2Simple Modelling Toolkit	We are Celebrating Create a card electronically  Use pictograms to record survey of favourite sandwich fillers	We are Time Detectives Make a number of presentation slides, each with a different collection of things from the past and present day, organised according to rules.	I understand about different types of materials Understanding instructions – BBC Bitesize Science – Materials (Computational thinking)	Our Wond  I am a Robot  Human robots follow instructions.  Explore Beebots. Introduce Algorithms. Write, test and debug Algorithms.	erful World  I can film the steps of a recipe.  Using ipads.
Year 2	Internet Safety with Three Discovery. In house Internet Safety – Thinkuknow Sids Top Tips  Using text – Diary insert of a Great Explorer.	Let's Celebrate Communication and Collaboration. Using text and email to write/send invitations and thank you letters.	We are Victorian Historians Research - Toys  Exploring how computer games work (computational thinking)	We are Photographers Taking, selecting and editing digital images. Victorian playground games.	We are Problem solvers How to make a habitat. Using algorithms to solve problems. Write an algorithm for programmable toy to reach its habitat.	We are Musicians 2Simple – Explore sounds and instruments to compose an atmospheric symphony relating to a habitat.

Year 3	Internet Safety with	We are Roman	We are Bug Fixers	We are Artists	Our Active Planet		
	Three Discovery. In house Internet Safety – Thinkuknow SMART Learner  We are Musicians Music Toolkit – composing music in R.E./Music.	Historians Search technologies.  We are Designers Design a Roman mosaic using 2Simple	Here, there and everywhere Creating simple algorithms – Local Study around our school.	Paintings, Pictures & Photographs Digital Maps using Google. Create a Photomontage	We are Volcanologists Select, use and combine a variety of software (including internet) on a range of digital devices to accomplish given goal, including collecting, analysing, evaluating and presenting data and information using Powerpoint		
Year 4	Internet Safety with Three Discovery. In house Internet Safety – Thinkuknow SMART Learner Using technology responsibly and respectfully	We are Egyptian Historians Search technologies.  We are Toy designers Programming electrical toys made in DT. Data programming	We are software developers Logical reasoning and Algorithms	We are geologists Digital Maps using Google	We are meteorologists Data collection & Information	We are Consumer Marketing Researchers Design packaging for chocolate gift	
	Powerpoint Collective Worship	using Scratch.  Powerpoint Collective Worship	Learning presentations for parents. Collective Worship	Powerpoint Collective Worship	Powerpoint Collective Worship	Powerpoint Collective Worship	
	presentations	presentations	presentations	presentations	presentations	presentations	