



**Aim High....Fly High!**

**Curriculum implementation map – Computing**

The mapping table below shows where curriculum objectives related to the subject area above are covered. This table is intended as guidance and may be modified according to the needs/experiences of individual cohorts of learners.

**Curriculum progression is as follows:**

Cycle A	Term and Topic					
Year Group	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<b>EYFS</b>	Across the year: child-led opportunities to learn: <b>(30-50 months)</b> To know how to operate simple equipment; To show an interest in technological toys with knobs or pulleys, or real objects; To show skill in making toys work by pressing parts or lifting flaps to achieve effects such as sound, movements or new images; To know that information can be retrieved from computers <b>(40-60 months)</b> To complete a simple program on a computer; To interact with age-appropriate computer software; <b>(ELG)</b> To recognise that a range of technology is used in places such as homes and schools To select and use technology for particular purposes					
<b>Year 1 / 2</b>	<u>Topic: What's in the toy box? (Toys)</u>  Online safety	<u>Topic: Who's afraid of the dark? (Light and dark)</u>  Painting	<u>Topic: A day out with Paddington (Bears)</u>  Computer skills	<u>Topic: Let's go on Safari (Kenya)</u>  Programming	<u>Topic: London's Burning!</u>  Word processing skills	<u>Topic: Let's go to the seaside (coasts)</u>  Programming with Scratch Junior
<b>Year 3 / 4</b>	<u>Topic: Anglo-Saxons</u>  Online safety	<u>Topic: Anglo-Saxons</u>  Drawing and desktop publishing	<u>Topic: Europe</u>  Word processing	<u>Topic: Europe (Russia)</u>  Programming – Turtle Logo	<u>Topic: Ancient Egyptians</u>  Scratch – quizzes and questions	<u>Topic: Ancient Egyptians</u>  Using and Applying
<b>Year 5 / 6</b>	<u>Topic: Volcanoes and Earthquakes</u>  Online safety	<u>Topic: Japan</u>  Sketch Up: 3D modelling	<u>Topic: World War 1 and 2</u>  Radio station	<u>Topic: World War 1 and 2</u>  Flowol	<u>Topic: Ancient Greeks</u>  Scratch: Developing games	<u>Topic: Australia</u>  Using and applying



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Cycle B:

Term and Topic						
Year Group	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<b>EYFS</b>	<p>Across the year: child-led opportunities to learn:  <b>(30-50 months)</b> To know how to operate simple equipment; To show an interest in technological toys with knobs or pulleys, or real objects; To show skill in making toys work by pressing parts or lifting flaps to achieve effects such as sound, movements or new images; To know that information can be retrieved from computers  <b>(40-60 months)</b>            To complete a simple program on a computer; To interact with age-appropriate computer software;  <b>(ELG)</b> To recognise that a range of technology is used in places such as homes and schools            To select and use technology for particular purposes</p>					
<b>Year 1 / 2</b>	<u>Topic: Who wants to be a superhero?</u>  Online safety	<u>Topic: Moon and Zoom (Space)</u>  Computer art	<u>Topic: Local History Study</u>  Using the Internet	<u>Topic: The Secret Garden (plants)</u>  Preparing for Turtle Logo	<u>Topic: My World and Me</u>  Presentation skills	<u>Topic: Amazing People</u>  Programming – Turtle Logo and Scratch
<b>Year 3 /4</b>	<u>Topic: Iron Age</u>  Online safety	<u>Topic: Romans</u>  Animation	<u>Topic: Scotland</u>  Internet research and communication	<u>Topic: Mountains</u>  Programming – Logo and Scratch	<u>Topic: The Maya Civilization</u>  Word processing	<u>Topic: The Maya Civilization (Focus on Chocolate – Bean to Bar)</u>  Presentation skills
<b>Year 5 /6</b>	<u>Topic: Vicious Vikings!</u>  Online safety	<u>Topic: Vicious Vikings!</u>  Spreadsheets	<u>Topic: East Anglia</u>  Scratch: Animated stories	<u>Topic: Rivers</u>  Film making	<u>Topic: Martin Luther King</u>  Kodu programming	<u>Topic: Crime and Punishment (slavery)</u>  Using and applying