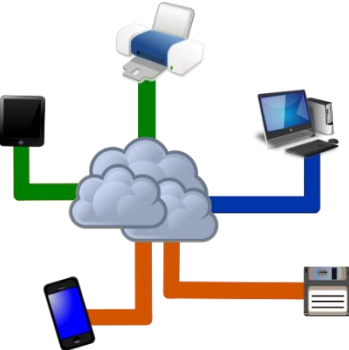


East Tilbury Primary School's Computing Curriculum Map

Year 1	HT1	HT2	HT3	HT4	HT5	HT6
	<p><u>Computing systems and networks – Technology around us</u></p> <ul style="list-style-type: none"> To identify technology To identify a computer and its main parts To use a mouse in different ways To use a keyboard to type on a computer To use the keyboard to edit text To create rules for using technology responsibly 	<p><u>Creating media – Digital painting</u></p> <ul style="list-style-type: none"> To describe what different freehand tools do To use the shape tool and the line tools To make careful choices when painting a digital picture To explain why I chose the tools I used To use a computer on my own to paint a picture To compare painting a picture on a computer and on paper 	<p><u>Programming A – Moving a robot</u></p> <ul style="list-style-type: none"> To explain what a given command will do To act out a given word To combine forwards and backwards commands to make a sequence To combine four direction commands to make sequences To plan a simple program To find more than one solution to a problem 	<p><u>Data and information – Grouping data</u></p> <ul style="list-style-type: none"> To label objects To identify that objects can be counted To describe objects in different ways To count objects with the same properties To compare groups of objects To answer questions about groups of objects 	<p><u>Creating media – Digital writing</u></p> <ul style="list-style-type: none"> To use a computer to write To add and remove text on a computer To identify that the look of text can be changed on a computer To make careful choices when changing text To explain why I used the tools that I chose To compare typing on a computer to writing on paper 	<p><u>Programming B – Introduction to animation</u></p> <ul style="list-style-type: none"> To choose a command for a given purpose To show that a series of commands can be joined together To identify the effect of changing a value To explain that each sprite has its own instructions To design the parts of a project To use my algorithm to create a program

Year 2						
	<p><u>Computing systems and networks – IT around us</u></p> <ul style="list-style-type: none"> To recognise the uses and features of information technology To identify the uses of information technology in the school To identify information technology beyond school To explain how information technology helps us To explain how to use information technology safely To recognise that choices are made when using information technology 	<p><u>Creating media – Digital photography</u></p> <ul style="list-style-type: none"> To use a digital device to take a photograph To make choices when taking a photograph To describe what makes a good photograph To decide how photographs can be improved To use tools to change an image To recognise that photos can be changed 	<p><u>Programming A – Robot algorithms</u></p> <ul style="list-style-type: none"> To describe a series of instructions as a sequence To explain what happens when we change the order of instructions To use logical reasoning to predict the outcome of a program (series of commands) To explain that programming projects can have code and artwork To design an algorithm To create and debug a program that I have written 	<p><u>Data and information – Pictograms</u></p> <ul style="list-style-type: none"> To recognise that we can count and compare objects using tally charts To recognise that objects can be represented as pictures To create a pictogram To select objects by attribute and make comparisons To recognise that people can be described by attributes To explain that we can present information using a computer 	<p><u>Creating media – Making music</u></p> <ul style="list-style-type: none"> To say how music can make us feel To identify that there are patterns in music To show how music is made from a series of notes To show how music is made from a series of notes To create music for a purpose To review and refine our computer work 	<p><u>Programming B – An introduction to quizzes</u></p> <ul style="list-style-type: none"> To explain that a sequence of commands has a start To explain that a sequence of commands has an outcome To create a program using a given design To change a given design To create a program using my own design To decide how my project can be improved

Year 3



Computing systems and networks – Connecting computers

- To explain how digital devices function
- To identify input and output devices
- To recognise how digital devices can change the way we work
- To explain how a computer network can be used to share information
- To explore how digital devices can be connected
- To recognise the physical components of a network

Creating media – Animation

- To explain that animation is a sequence of drawings or photographs
- To relate animated movement with a sequence of images
- To plan an animation
- To identify the need to work consistently and carefully
- To review and improve an animation
- To evaluate the impact of adding other media to an animation

Programming A – Sequence in music

- To explore a new programming environment
- To identify that commands have an outcome
- To explain that a program has a start
- To recognise that a sequence of commands can have an order
- To change the appearance of my project
- To create a project from a task description

Data and information – Branching databases

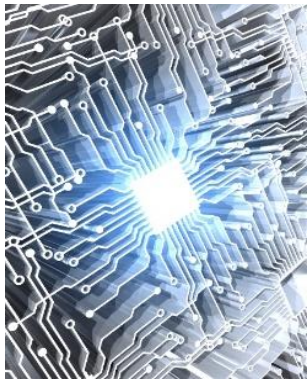
- To create questions with yes/no answers
- To identify the object attributes needed to collect relevant data
- To create a branching database
- To explain why it is helpful for a database to be well structured
- To identify objects using a branching database
- To compare the information shown in a pictogram with a branching database

Creating media – Desktop publishing

- To recognise how text and images convey information
- To recognise that text and layout can be edited
- To choose appropriate page settings
- To add content to a desktop publishing publication
- To consider how different layouts can suit different purposes
- To consider the benefits of desktop publishing

Programming B – Events and actions

- To explain how a sprite moves in an existing project
- To create a program to move a sprite in four directions
- To adapt a program to a new context
- To develop my program by adding features
- To identify and fix bugs in a program
- To design and create a maze-based challenge



Year 5



Computing systems and networks – Sharing information

- To explain that computers can be connected together to form systems
- To recognise the role of computer systems in our lives
- To recognise how information is transferred over the internet
- To explain how sharing information online lets people in different places work together
- To contribute to a shared project online
- To evaluate different ways of working together online

Creating media – Video editing

- To explain what makes a video effective
- To identify digital devices that can record video
- To capture video using a range of techniques
- To create a storyboard
- To identify that video can be improved through reshooting and editing
- To consider the impact of the choices made when making and sharing a video

Programming A – Selection in physical computing

- To control a simple circuit connected to a computer
- To write a program that includes count-controlled loops
- To explain that a loop can stop when a condition is met
- To explain that a loop can be used to repeatedly check whether a condition has been met
- To design a physical project that includes selection
- To create a program that controls a physical computing project

Data and information – Flat-file databases


- To use a form to record information
- To compare paper and computer-based databases
- To outline how grouping and then sorting data allows us to answer questions
- To explain that tools can be used to select specific data
- To explain that computer programs can be used to compare data visually
- To apply my knowledge of a database to ask and answer real-world questions

Creating media – Vector drawing

- To identify that drawing tools can be used to produce different outcomes
- To create a vector drawing by combining shapes
- To use tools to achieve a desired effect
- To recognise that vector drawings consist of layers
- To group objects to make them easier to work with
- To evaluate my vector drawing

Programming B – Selection in quizzes

- To explain how selection is used in computer programs
- To relate that a conditional statement connects a condition to an outcome
- To explain how selection directs the flow of a program
- To design a program which uses selection
- To create a program which uses selection
- To evaluate my program

Year 6							
	<table border="1"> <thead> <tr> <th data-bbox="504 172 784 1402"> <u>Computing systems and networks – Communication</u> <ul style="list-style-type: none"> To identify how to use a search engine To describe how search engines select results To explain how search results are ranked To recognise why the order of results is important, and to whom To recognise how we communicate using technology To evaluate different methods of online communication </th> <th data-bbox="784 172 1064 1402"> <u>Creating media – Web page creation</u> <ul style="list-style-type: none"> To review an existing website and consider its structure To plan the features of a web page To consider the ownership and use of images (copyright) To recognise the need to preview pages To outline the need for a navigation path To recognise the implications of linking to content owned by other people </th> <th data-bbox="1064 172 1332 1402"> <u>Programming A – Variables in games</u> <ul style="list-style-type: none"> To define a 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