Whole School Curriculum Road Map for Computing
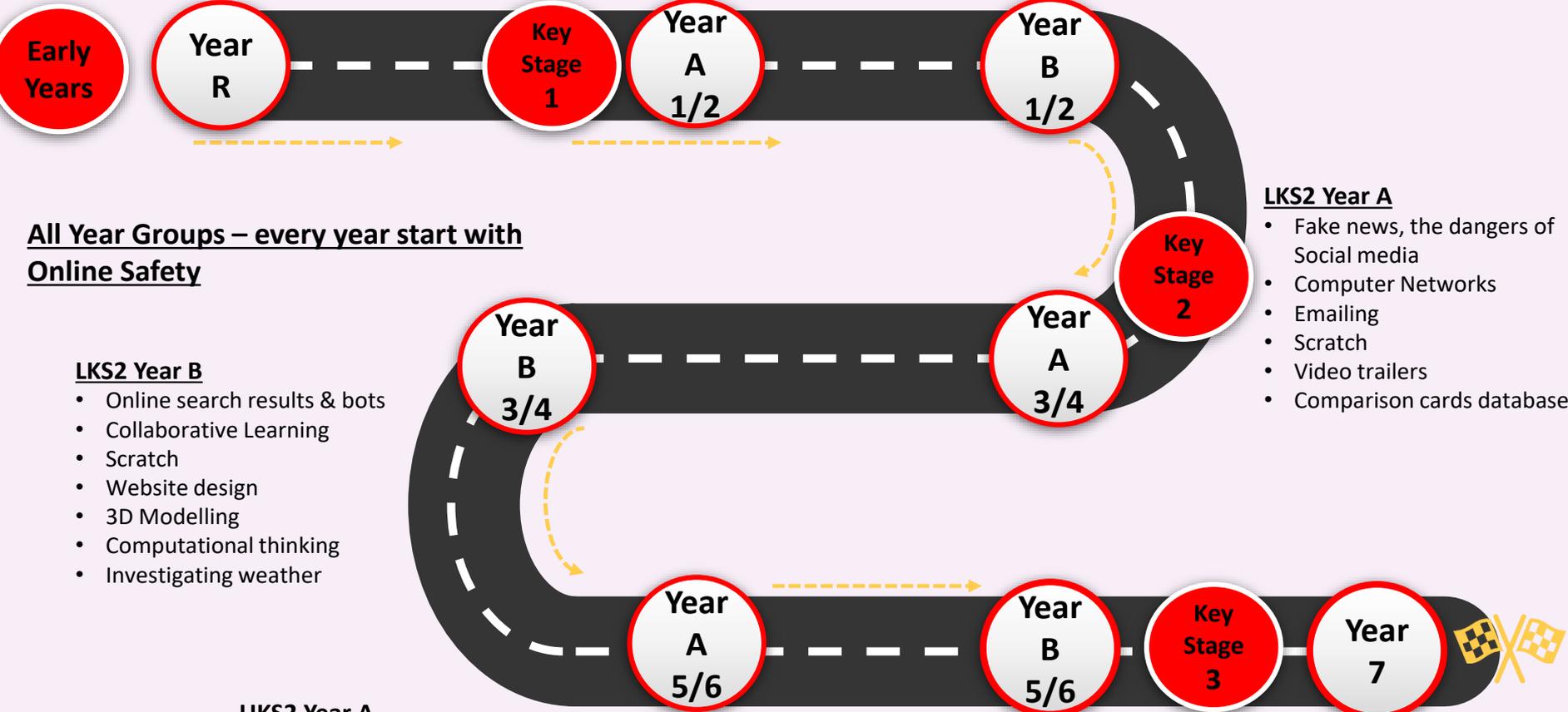
EYFS
- Using a computer
- All about instructions
- Exploring Hardware
- Programming Bee Bots
- Introduction to data

KS1 Year A
- Online security
- The Internet
- Improving Mouse Skills
- Algorithms & programming Bee-Bots
- Digital Imagery
- Introduction to data

KS1 Year B
- Online security
- What is a computer?
- Algorithms & Debugging
- Junior Scratch
- Stop Frame animations
- Data handling lined to International Space Centre

Early Years — **Year R** — **Key Stage 1** — **Year A 1/2** — **Year B 1/2**

All Year Groups – every year start with Online Safety

Key Stage 2

Year B 3/4 — **Year A 3/4**

LKS2 Year A
- Fake news, the dangers of Social media
- Computer Networks
- Emailing
- Scratch
- Video trailers
- Comparison cards databases

LKS2 Year B
- Online search results & bots
- Collaborative Learning
- Scratch
- Website design
- 3D Modelling
- Computational thinking
- Investigating weather

Year A 5/6 — **Year B 5/6** — **Key Stage 3** — **Year 7**

UKS2 Year A
- Online presence and cyberbullying
- Search Engines
- Scratch – programming music
- Micro:bit
- Stop Motion Animation
- Mars Rover 1 data handling

UKS2 Year B
- Digital reputation and online security
- Computing systems and networks - Bletchley Park
- Introduction to Python
- History of Computers
- Big data 1 & 2

Year 7
Building on knowledge in Primary in terms of;
- Online safety & identity
- Programming: code and with text
- Digital Systems
- Networks & Communications
- Data Handling

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