

# Computing Curriculum and Assessment Map

## EYFS

	0-3 Preschool	3-4 EYFS 1	Reception EYFS 2	Links to KS1 Curriculum
EYFS area of Learning	Understanding the World			
<b>Fundamental Knowledge</b>	<p>Seeks to acquire basic skills in turning on and operating some ICT equipment.</p> <p>Operates mechanical toys, e.g., turns the knob on a wind-up toy or pulls back on a friction car.</p>	<p>Investigate a simple program on a computer.</p> <p>Use ICT hardware to interact with age-appropriate computer software.</p>	<p>Use a simple program on a device for a purpose</p> <p>Recognise and select technology for a particular purpose</p>	<p>Create and debug simple programs using logical reasoning to predict the behaviour of simple programs.</p> <p>Use technology purposefully to create, organise, store, manipulate and retrieve digital content.</p> <p>Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technology</p>
<b>Early Learning Goal</b>	<p><i>There are no early learning goals that directly relate to computing objectives, though it is still expected that children will be introduced to appropriate technology and use it within their provision</i></p>			

## Computing Curriculum and Assessment Map

	Half Term 1	Half-Term 2	Half Term 3	Half Term 4	Half Term 5	Half Term 6
Year 1	SAFE	Simple Logo – On Screen Challenges and Task 1	2Code On Screen Challenges and Task 1	Technology Around Us	Pictograms	Create a 2D Animation
Fundamental Knowledge	How to stay safe online when using different technologies.	Control screen objects to move, turn and draw lines, patterns and shapes.	Create and debug algorithms to control screen-based objects.	Understand what technology is.  Technology in the wider world	Display information in pictogram using software and online applications	Make a simple paper-based animation and discuss the optical illusion behind it. Experiment with different aspects of technology to produce a range of 2D effects.
Learning Checkpoint Tasks	Staying Safe Charter	Simple Logo Task 1	2Code Task 1	Presentation	Create pictogram	2D animation
Interleaved Knowledge	Opportunities to experiment with a range of devices.					

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	Half Term 1	Half-Term 2	Half Term 3	Half Term 4	Half Term 5	Half Term 6
<b>Year 2</b>	<b>Zip It!</b>	<b>Simple Logo – On Screen Challenges and Task 2</b>	<b>2Code – On Screen Challenges and Task 2</b>	<b>Using the Internet – Email</b>	<b>Simple Graphs</b>	<b>Create an E-Book</b>
<b>Fundamental Knowledge</b>	Maintain privacy. Prevent personal information being compromised in a range of online situations.	Control screen objects to move, turn and draw lines, patterns and shapes.	Create and debug algorithms to control screen based objects.	Basic email and searching for content online.	Create simple graphs to display information and understand how this has developed from the pictograms they previously experienced.	characteristics of a e-books and how they differ from printed books.
<b>Learning Checkpoint Tasks</b>	Staying Safe Charter	Simple Logo Task 2	2Code Task 2	Send and receive email	Create graph	Create and publish own e-book
<b>Interleaved Knowledge</b>	SAFE unit	Simple Logo Task 1	2Code Task 1	Technology in the wider world	Pictograms	NA

## Computing

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<b>Year 3</b>	<b>Be Smart</b>	<b>Scratch Jr</b>	<b>2Code On Screen Challenges and Task 1</b>	<b>Computers and Networks: Working with Websites and Pages</b>	<b>Branching Databases</b>	<b>3D Stop Frame Animation</b>
<b>Fundamental Knowledge</b>	Strategies for effective use of the internet and resources it provides.	Use basic programming scripts to control sprites.	Creating programming sequences through guided activities and more creative free coding.	Carrying out effective searches. Navigating through and between web pages. Using web content in work.	Recording and displaying information to create a branching or tree diagram and use technology to improve this.	Know difference between 2D and 3D animation techniques. Create a stop frame animation using applications and physical objects.
<b>Learning Checkpoint Tasks</b>	Safety scenario	Control sprite	2Code Task 1	PowerPoint of key websites	Create branching database	Stop frame animation
<b>Interleaved Knowledge</b>	Zip It! Unit – personal privacy	Simple Logo Task 2	2 Code Year 2 Task	Sending emails	Simple graphs	2D paper based animations (Yr 1)

## Computing

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Year 4	Flag It	Scratch Animation	2Code On Screen Challenges and Task 2 & F18	Online Collaboration and Making Sense of Online Content	Simple Spreadsheets	Create a Presentation
Fundamental Knowledge	Staying safe in activities involving online communication and collaboration Avoiding inappropriate content and contact.	Use programming scripts to create an animation.	Creating programming sequences through guided activities and more creative free coding.	Consider the suitability and reliability of the information on some websites and carefully evaluate it.  Know what collaborate means and think about how and why people do it.	Spreadsheets can record, manipulate and display large amounts of data. Key vocabulary Apply simple formulas.	Different vehicles for delivering a presentation Techniques to create a presentation.
Learning Checkpoint Tasks	Safety Scenario	Animation	2Code Task 2	Online collaboration through discussions and shared writing spaces.	Create a spreadsheet	Presentation
Interleaved Knowledge	Be Smart unit	Scratch Jr intro	2Code Year 3 Task	Effective web searches	Branching databases	Using PowerPoint

## Computing Curriculum and Assessment Map

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<b>Year 5</b>		<b>Contact</b>	<b>2Code On Screen Challenges and Task: 2Code Gibbon/Gorilla</b>	<b>Online Collaboration: Computers and Networks</b>	<b>Create and Using Databases</b>	<b>Use HTML Code: Create Simple Webpage</b>
<b>Fundamental Knowledge</b>		Online safety issues around inappropriate content and contact Strategies to deal with examples.	Creating programming sequences through guided activities and more creative free coding.	Basic networks Difference between the internet and the world wide web. How data travels between computers in different locations.	Create and use a field type database to record, display and interrogate information.,	Basic HTML coding Simple web page.
<b>Learning Checkpoint Tasks</b>		Safety Charter	2Code Task 1	Create collaborative mind map using 2Connect	Database	Create simple web page
<b>Interleaved Knowledge</b>		NA	2Code Year 4 Task	Discussions and shared writing spaces	Simple spreadsheets	NA

## Computing

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<b>Year 6</b>	<b>Respect</b>	<b>Introduction to Python</b>	<b>On Screen Challenges and Task 2: Gorilla Level</b>	<b>Making Sense of Online Content/Collaboration: Evaluating websites, assessing validity and reliability of web content</b>	<b>Spreadsheet Modelling</b>	<b>News Broadcast</b>
<b>Fundamental Knowledge</b>	Digital footprint Uploaded and downloaded material	Use 'Rapid Router' from Code for Life to facilitate the development of programming from working with scripting blocks to using a programming language – Python.	Creating programming sequences through guided activities and more creative free coding.	Suitability and reliability of the information on websites	Use of spreadsheets can in real life situations to handle large amounts of numerical data Use of spreadsheets to manage financial information.	Use of technology in news broadcasts
<b>Learning Checkpoint Tasks</b>	Safety Charter	Write a Python program	2Code Task 2	Website evaluation	Create simple spreadsheet	Create short news broadcast
<b>Interleaved Knowledge</b>	Contact unit	NA	2Code Year 5 Task	Basic networks	Data bases Spreadsheets (Yr 4)	NA