Computing Curriculum Map

The areas described in the National Curriculum have been mapped out across year groups and then divided in to the academic year.

A pupil working through the plan below from Autumn 1 in year 1 to Summer 2 in year 9 would have covered all aspects of the National Curriculum in a sequential, logical way.

Some of the individual objectives are started in one half term but then are ongoing through all of the rest of the year. They are revisited through the various

topics / concepts being taught

Teachers take this map and then use it to devise a sequence of learning activities over the half term. Teachers start by considering the starting

points of each of the pupils in their class group.

Given that we are teaching pupils with SEND or with an often challenging educational history there will be pupils who are chronologically older but are still working at the level of a much younger pupil.

Our teachers ensure that they plan lessons which will build on strong foundations then move forward through the map ensuring the learning is embedded in the memory of the individual pupils

For example, Some of our pupils may be chronologically year 7 but are working through the map at year 3. This map helps a teacher to plan lessons which meet the exact need of the individual pupils while teaching a similar topic to a whole class.

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
KS1						
1	Computing Systems and Networks - Technology around us	Creating Media - Digital Painting	Programming A - Moving a robot	Data and Information - Grouping Data	Creating Media - Digital Writing	Programming B - Programming Animations

2	Computing Systems and Networks - IT	Creating Media - Digital Photography	Creating Media - Making Music	Data and Information - Pictograms	Programming A - Robot Algorithms	Programming B - An Introduction to Quizzes
KS2						
3	Computing Systems and Networks - Connecting Computers	Creating Media - Stop-frame Animation	Programming A - Sequence in music	Data and Information - Branching databases	Creating Media - Desktop publishing	Programming B - Events and actions
4	Computing Systems and Networks - The Internet	Creating Media - Photo editing	Creating Media - Audio editing	Data and Information - Data logging	Programming A - Repetition in shapes	Programming A - Repetition in games
5	Computing Systems and Networks - Sharing information	Creating Media - Video editing	Programming A - Selection in physical computing	Data and Information - Flat-file databases	Creating Media - Vector drawing	Programming B - Selection in quizzes
6	Computing Systems and Networks - Communication	Creating Media - Web page creation	Programming A - Variables in games	Data and Information - Introduction to spreadsheets	Creating Media - 3D Modelling	Programming B - Sensing
KS3						

7	Networks: from semaphores to the Internet	Using Media - Gaining support for a cause	Impact of Technology - Collaborating online respectfully	Modelling Data - Spreadsheets	Programming I	Programming II
8	Developing for the web	Representations: from clay to silicon	Mobile app development	Media - Design Vector Graphics	Computing systems	Intro to Python programming
9	Data Science	Media Animations	Representations: going audiovisual	Physical Computing	Cybersecurity	Python programming with sequences of data
KS4						
10	ASDAN for current cohort. Entry Level Cert in CS Storage media	Binary Logic gates		Exam Prep	Exam	
11	ASDAN for current cohort. Entry Level Cert in CS Programming	Entry Level Cert in CS Programming	Entry Level Cert in CS Programming	Entry Level Cert in CS Programming	Entry Level Cert in CS Programming	