



## Parklands Community Primary School Long Term Curriculum Map



### 2023-24– COMPUTING

	Autumn		Spring		Summer	
<b>Year 1 Topics</b>	<b>The Enchanted Woodland</b>	<b>Magical Story Chest</b>	<b>On the Move</b>	<b>Superheroes</b>	<b>Dinosaurs</b>	<b>Oh I do like to be Beside the Seaside</b>
<b>Year 1</b>	<p><b>Technology around us</b></p> <p>Recognising technology in school and using it responsibly.</p> <p><b>Computing Systems and Networks</b></p>	<p><b>Digital Writing</b></p> <p>Using a computer to create and format text, before preparing to writing non-digitally.</p> <p><b>Creating Media</b></p>	<p><b>Moving a robot</b></p> <p>Writing short algorithms and programs for floor robots, and predicting program outcomes.</p> <p><b>Programming A</b></p>	<p><b>Digital painting</b></p> <p>Choosing appropriate tools in a program to create art, and making comparisons with working non-digitally.</p> <p><b>Creating Media</b></p>	<p><b>Grouping data</b></p> <p>Exploring object labels, then using them to sort and group objects by properties.</p> <p><b>Data and Information</b></p>	<p><b>Programming Animations</b></p> <p>Designing and programming the movement of a character on screen to tell stories</p> <p><b>Programming B</b></p>
<b>Links</b>		<b>Recipe and/or story writing up</b>	<b>Treasure maps</b>	<b>Creating Easter cards</b>		
<b>Year 2 Topics</b>	<b>Towers, Tunnels and Turrets</b>	<b>Fire and Ice</b>	<b>Travel and Adventure</b>		<b>Homes and Habitats</b>	<b>Fit 4 Life</b>
<b>Year 2</b>	<p><b>Information technology around us</b></p> <p>Identifying IT and how its responsible use improves our world in school and beyond.</p> <p><b>Computing Systems and Networks</b></p>	<p><b>Robot Algorithms</b></p> <p>Creating and debugging programs, and using logical reasoning to make predictions</p> <p><b>Programming A</b></p>	<p><b>Digital Photography</b></p> <p>Capturing and changing digital photographs for different purposes</p> <p><b>Creating Media</b></p>	<p><b>Programming Quizzes</b></p> <p>Designing algorithms and programs that use events to trigger sequences of code to make an interactive quiz.</p> <p><b>Programming B</b></p>	<p><b>Pictograms</b></p> <p>Collecting data in tally charts and using attributes to organise and present data on a computer.</p> <p><b>Data and Information</b></p>	<p><b>Making Music</b></p> <p>Using a computer as a tool to explore rhythms and melodies, before creating a musical composition</p> <p><b>Creating Media</b></p>
<b>Links</b>			<b>Photographers</b>		<b>Bug Hunt</b>	

Year 3 Topics	Stones and Bones	Mighty Metals	I Want My Mummy		Romans On The Rampage	Raindrop To River
Year 3	<b>Desktop publishing</b> Creating documents by modifying text, images, and page layouts for a specified purpose <b>Creating Media</b>	<b>Connecting Computers</b> Identifying that digital devices have inputs, processes, and outputs, and how devices can be connected to make networks. <b>Computing Systems and Networks</b>	<b>Sequencing sounds</b> Creating sequences in a block-based programming language to make music. <b>Programming A</b>	<b>Events and actions in programs</b> Writing algorithms and programs that use a range of events to trigger sequences of actions. <b>Programming B</b>	<b>Stop-frame Animation</b> Capturing and editing digital still images to produce a stop-frame animation that tells a story. <b>Creating Media</b>	<b>Branching databases</b> Building and using branching databases to group objects using yes/no questions. <b>Data and Information</b>
Links	Non-chronological reports		Ocarinas	Egyptian tombs	Romans	Maths
Year 4 Topics	Indus Valley	A Taste of India	I Predict a Riot!		Carnival of Animals	Secret Shores
Year 4	<b>Photo editing</b> Manipulating digital images, and reflecting on the impact of changes and whether the required purpose is fulfilled. <b>Creating Media</b>	<b>Repetition in shapes</b> Using a text-based programming language to explore count-controlled loops when drawing shapes. <b>Programming A</b>	<b>The internet</b> Recognising the internet as a network of networks including the WWW, and why we should evaluate online content. <b>Computing Systems and Networks</b>	<b>Repetition in games</b> Using a block-based programming language to explore count-controlled and infinite loops when creating a game. <b>Programming B</b>	<b>Audio editing</b> Capturing and editing audio to produce a podcast, ensuring that copyright is considered. <b>Creating Media</b>	<b>Data logging</b> Recognising how and why data is collected over time, before using data loggers to carry out an investigation. <b>Data and Information</b>
Links		Rangoli	Research			Field word

Year 5 Topics	Victorians	Space	Natural Disasters/ Materials		Enterprise	Greeks
Year 5	<b>Sharing information</b> Identifying and exploring how information is shared between digital systems.  <b>Computing Systems and Networks</b>	<b>Vector drawing</b> Creating images in a drawing program by using layers and groups of objects.  <b>Creating Media</b>	<b>Selection in physical Computing</b> Exploring conditions and selection using Flowol  <b>Programming A</b>	<b>Flat-file databases</b> Using a database to order data and create charts to answer questions.  <b>Data and Information</b>	<b>Video editing</b> Planning, capturing, and editing video to produce a short film  <b>Creating Media</b>	<b>Selection in quizzes</b> Exploring selection in programming to design and code an interactive quiz  <b>Programming B</b>
Links		Planets		Weather	Fiver challenge	Retrieval
Year 6 Topics	The Home Front		Hola Mexico!		Vive la France!	I'm a Survivor
Year 6	<b>Internet communication</b> Recognising how the WWW can be used to communicate and be searched to find information  <b>Computing Systems and Networks</b>	<b>Variables in games</b> Exploring variables when designing and coding a game.  <b>Programming A</b>	<b>3D modelling</b> Planning, developing, and evaluating 3D computer models of physical objects.  <b>Creating Media</b>	<b>Sensing</b> Designing and coding a project that captures inputs from a physical device.  <b>Programming B</b>	<b>Webpage creation</b> Designing and creating webpages, giving consideration to copyright, aesthetics, and navigation.  <b>Creating Media</b>	<b>Introduction to Spreadsheets</b> Answering questions by using spreadsheets to organise and calculate data.  <b>Data and Information</b>
Links		Christmas	Mayan Headdress		About France	Maths

**Information Technology**

**Digital Literacy**

**Computer Science**