



# Granby Primary School

## Computing Curriculum Map



	<b>Autumn 1</b>	<b>Autumn 2</b>	<b>Spring 1</b>	<b>Spring 2</b>	<b>Summer 1</b>	<b>Summer 2</b>
<b>Year 1</b>	<p><b>Online safety:</b> To understand the idea of ownership and the importance of logging off.</p> <p><b>Technology outside of school</b> Find, understand and record technology outside of school.</p>	<p><b>Exploring Purple Mash:</b> To learn how to navigate Purple Mash and save work in their own folders.</p>	<p><b>Grouping and sorting:</b> Sort items using a range of criteria.</p> <p><b>Pictograms:</b> Understand data can be shown in picture format. Create a class pictogram.</p>	<p><b>Maze explorers:</b> Understand and use direction keys to complete challenges.</p>	<p><b>Animated story books:</b> Explore ebooks. Use 2Create to add animations, sound and pictures to create a simple story.</p>	<p><b>Coding:</b> Understand that code is computer instructions. To understand what an event is. To understand backgrounds and objects. To play and make a program.</p>
<b>Year 2</b>	<p><b>Online safety:</b> Share safely on Purple Mash. Understand communication by email and online digital footprints.</p> <p><b>Making music:</b> Use 2Sequence to compose digital music.</p>	<p><b>Effective searching</b> Understand internet searching.</p> <p><b>Spreadsheets</b> Recap 2Calculate and spreadsheet vocab. Add/ edit data, use spreadsheet to calculate and create graph.</p>	<p><b>Creating pictures</b> Explore 2Paint to look at work of impressionism, pointillism, surrealism and the work of Piet Mondrian and William Morris. Create dots, lines, patterns and collage.</p>	<p><b>Presenting ideas:</b> Explore how ideas can be presented in different ways using quizzes, fact files and presentations.</p>	<p><b>Coding:</b> Understand algorithms and following a sequence. Create a program with given design. Know objects have different properties. Debug simple programs.</p>	<p><b>Questioning:</b> Use 2Question (binary tree) to answer questions. Use database to answer more complex questions.</p>
<b>Year 3</b>	<p><b>Touch typing:</b> Introduce type terminology, practise and improve typing using home, bottom and top rows. Practise keys typed with each hand.</p>	<p><b>Coding:</b> Review previous knowledge. Understand flowcharts. Explore use of timers; repeat; and code, test and debug. Design and make interactive scene.</p>	<p><b>Spreadsheets:</b> Create graphs from data. Use more than, less than, equals and spin tools. Introduce advanced mode of 2Calculate. Describe cell addresses.</p>	<p><b>Online Safety:</b> Safe passwords; blogs, online communication. Consider spoof information. Understand importance of age restrictions.</p>	<p><b>Presenting:</b> Create a short presentation based on current class topic work with PowerPoint using images, media, timings.</p>	<p><b>Email:</b> Compose emails, learn email safety, add attachment to email, explore and discuss email scenarios.</p>
<b>Year 4</b>	<p><b>Online Safety:</b> Understand phishing, malware, plagiarism and healthy screen time.</p> <p><b>Hardware Investigators:</b> Understand parts of desktop computer.</p>	<p><b>Coding:</b> If statements, coordinates, repeat/ until, if/ else, number variables, making a game playable.</p> <p><b>Making Music:</b> Identify pulse, rhythm, tempo, pitch, texture. Create melodic phrase. Compose electronic music.</p>	<p><b>Animation:</b> Explore animation. Use 2Animate tools: add backgrounds and sounds, onion skinning. Introduce stop motion animation.</p>	<p><b>Spreadsheets:</b> Formula wizard and formatting cells, timer and spin buttons, line graphs, spreadsheet for budgeting and exploring place value.</p>	<p><b>Using Logo:</b> Introduce 2Logo, input simple instructions, create letter shapes using repeat command. Use procedure feature.</p>	<p><b>Effective Searching:</b> Use a search engine, assess reliable information sources. Link searches to current topic learnt in class.</p>
<b>Year 5</b>	<p><b>Online Safety:</b> Responsibilities and support; protecting privacy; citing sources; reliability.</p> <p><b>Spreadsheets:</b> Formulae for conversions, using count tool, advanced mode, event planning.</p>	<p><b>Databases:</b> Searching databases, create a class database, create a topic database.</p>	<p><b>Coding:</b> To begin to simplify code. Program a simulation. Decomposition and abstraction. Frictions and functions. Creating strings. Text variables and concatenation.</p>	<p><b>Game Creator</b> Introduce the 2DIY 3D tool. Design a game environment. Design a game quest and make it playable. Peer and self-evaluate the game.</p>	<p><b>Modelling:</b> Introduce 2Design and Make tool. Explore effects of moving points. Design for purpose. Print and make 3D model.</p>	<p><b>Concept mapping:</b> Use 2Connect to create concept map. Understand purpose of concept maps, create collaborative concept map and present to others.</p>
<b>Year 6</b>	<p><b>Coding:</b> Design and make more complex program using functions, timer, score, selection, variables, launch commands. Use flowcharts to test/ debug.</p> <p><b>E safety:</b> Messaging in games, online behaviour, screen time.</p>	<p><b>Spreadsheets:</b> Exploring probability, creating computational models, use spreadsheets to plan spending, plan a school event.</p>	<p><b>Blogging:</b> What is a blog? Planning a blog. Writing a blog, sharing posts with each other and commenting.</p>	<p><b>Quizzing:</b> Remind pupils about 2DIY and 2Quiz, explore different quizzes, make a quiz searching a database, design a quiz.</p>	<p><b>Text adventures:</b> What is a text adventure? Make a story-based game, introduce map-based games and code them.</p> <p><b>Networks:</b> WWW and internet. School network and accessing the internet, research the internet.</p>	<p><b>Presentation skills</b> Presenting information about a class topic using PowerPoint. Use different fonts, background colours, add in pictures and animations, slide transitions.</p>