Computing Curriculum Map: 2025-26

St Thomas More Catholic Primary School

Year Groups	Autumn	Spring	Summer
Reception	**In the unit Understanding the World pupils will learn:** **What is a Computer?** **Key Skills** - Use different digital devices. - Recognise that you can access content on a digital device. - Use a mouse, touchscreen or appropriate access device to target and select options on screen. - Recognise a selection of digital devices. - Recognise the basic parts of a computer, e.g. mouse, screen, keyboard. - Select a digital device to fulfil a specific task, e.g. to take a photo. **Presenting Information & Multimedia** - Use technology to explore and access digital content. - Operate a digital device with support to fulfil a task. - Create simple digital content, e.g. digital art. - Choose media to convey information, e.g. image for a poster. **Data** - Access content in a range of formats, e.g. image, video, audio. - Answer basic questions about information displayed in images e.g. more or less. **Programming & Algorithms** - Explore technology. - Repeat an action with technology to trigger a specific outcome. - Recognise the success or failure of an action. - Follow simple instructions to control a digital device. (use Bee Bots) - Recognise that we control computers. - Input a short sequence of instructions to control a device.		
Year 1	**Computing systems and networks** **E safety lesson** **Technology around us** Recognising technology in school and using it responsibly. **Digital painting** – Christmas lesson. **7 lessons**	**Creating media** **Digital writing** Using a computer to create and format text, before comparing to writing non-digitally. **6 lessons**	**Programming B** **Programming animations** Designing and programming the movement of a character on screen to tell stories. **6 lessons**

Year 2	**Computing systems and networks – IT around us** **E safety lesson** Identifying IT and how its responsible use improves our world in school and beyond. **(2 lessons)** **Creating Media** **Digital photography** Capturing and changing digital photographs for different purposes. **Make a Christmas photo** **(5 lessons)** **7 lessons**	**Creating Media** **Making music** Using a computer as a tool to explore rhythms and melodies, before creating a musical composition. **Data and Information** **Pictograms** Using attributes to organise and present data on a computer. **5 lessons**	**Programming A** **Robot algorithms** Creating and debugging programs, and using logical reasoning to make predictions. **(2 lessons)** **Programming B** **Programming quizzes** Designing algorithms and programs that use events to trigger sequences of code to make an interactive quiz. **7 lessons**
Year 3	**Computing systems and networks** **E safety – 2 lessons** **Connecting computers** Identifying that digital devices have inputs, processes, and outputs, and how devices can be connected to make networks. **7 lessons**	**Creating Media** **Desktop publishing – Google Slides** Creating documents by modifying text, images, and page layouts for a specific purpose. **5 lessons**	**Programming A** **Sequencing sounds** This unit explores the concept of sequencing in programming through Scratch. It begins with an introduction to the programming environment, which will be new to most learners. They will be introduced to a selection of motion, sound, and event blocks which they will use to create their own programs, featuring sequences. **(4 lessons)** **Programming B** **Events and actions in programs** Writing algorithms and programs that use a range of events to trigger sequences of actions. **7 lessons**

Year 4	**Computing systems and networks** **The internet** **E - Safety lesson** Recognising the internet as a network of networks including the WWW, and why we should evaluate online content. **(4 lessons)** **Creating Media** **Audio production** Capturing and editing audio to produce a podcast, ensuring that copyright is considered. **7 lessons**	**Programming A** **Repetition in shapes** Using a text-based programming language to explore count-controlled loops when drawing shapes. **6 lessons**	**Data and Information** **Data logging** Recognising how and why data is collected over time, before using data loggers to carry out an investigation. **6 lessons**
Year 5	**Computing systems and networks** **Systems and searching** **E - safety** Recognising IT systems around us and how they allow us to search the internet. **Data and Information** **Flat-file databases** Using a database to order data and create charts to answer questions. **7 Lessons**	**Creating Media** **Introduction to vector drawing** Creating images in a drawing program by using layers and groups of objects. **5 lessons**	**Programming B** **Selection in quizzes** Exploring selection in programming to design and code an interactive quiz. **7 lessons**
Year 6	**Computing systems and networks** **Communication and collaboration** **E safety** Identifying and exploring how data is transferred and information is shared online. **Creating Media** **Webpage creation** Designing and creating webpages, giving consideration to copyright, aesthetics, and navigation. **7 lessons**	**Data and Information** **Introduction to spreadsheets** Answering questions by using spreadsheets to organise and calculate data. **6 lessons**	**Programming B** **Sensing** Designing and coding a project that captures inputs from a physical device. **Programming A** **Variables** **6 lessons**