

Curriculum Map: KS1-4

Subject	Computing	Site	Stafford Hall
Curriculum Map designer	LS	Date designed	13/11/2025

	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Autumn 1	Computing Systems and Networks: Technology around us	Computing Systems and Networks: Information technology around us	Computing Systems and Networks: Connecting computers	Computing Systems and Networks: The Internet	Computing Systems and Networks: Systems and searching	Computing Systems and Networks: Communication and collaboration
Autumn 2	Creating Media 1: Digital painting	Creating Media 1: Digital photography	Creating Media 1: Stop-frame animation	Creating Media 1: Audio production	Creating Media 1: Video production	Creating Media 1: Web page creation
Spring 1	Programming A: Moving a robot	Programming A: Robot algorithms	Programming A: Sequencing sounds	Programming A: Repetition in shapes	Programming A: Selection in physical computing	Programming A: Variables in games
Spring 2	Data and Information: Grouping data	Data and Information: Pictograms	Data and Information: Branching databases	Data and Information: Data logging	Data and Information: Flat-file databases	Data and Information: Spreadsheets
Summer 1	Creating Media 2: Digital writing	Creating Media 2: Digital music	Creating Media 2: Desktop publishing	Creating Media 2: Photo editing	Creating Media 2: Introduction to vector graphics	Creating Media 2: 3D modelling
Summer 2	Programming B: Programming animations	Programming B: Programming quizzes	Programming B: Events and actions in programs	Programming B: Repetition in games	Programming B: Selection in quizzes	Programming B: Sensing movement

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	Year 7	Year 8	Year 9	Year 10	Year 11	POST 16
Autumn 1	Unit 1: Clear messaging in digital media	Unit 1: Media – Vector graphics	Unit 1: Python programming with sequences of data	Unit 1: Online safety	Unit 4: Physical computing - Build a robot buggy	
Autumn 2	Unit 2: Networks from semaphores to the Internet	Unit 2: Layers of computing systems	Unit 2: Media – Animations	Unit 1: Online safety	Unit 4: Physical computing - Build a robot buggy	
Spring 1	Unit 3: Programming essentials in Scratch – part I	Unit 3: Developing for the Web	Unit 3: Data science	Unit 2: IT and the world of work	Unit 5: Spreadsheets	
Spring 2	Unit 4: Modelling data using spreadsheets	Unit 4: Representations – from clay to silicon	Unit 4: Representations – going audiovisual	Unit 2: IT and the world of work	Unit 5: Spreadsheets	
Summer 1	Unit 5: Programming essentials in Scratch – part II	Unit 5: Mobile app development	Unit 5: Introduction of cybersecurity	Unit 3: Media	Unit 6: Using IT in project management	
Summer 2	Unit 6: Using media – Gaining support for a cause	Unit 6: Introduction to Python programming	Unit 6: Applying programming skills with physical computing	Unit 3: Media	Unit 6: Using IT in project management	