

Computing Curriculum Map

Year Group		Autumn Term	Spring Term	Summer Term
EYFS			Finding Out Images and Light Toys and Machines Making Marks Exploring Sounds	
K S 1	Year 1	Starting	Discovering Programming (Turtles and Devices)	Lets Create
		Research		
L K S 2	Year 2	Getting Creative	Visual Information	Messages and
				Virtual Worlds
L K S 2	Year 3	Programing and Games (Turtles and Games)	Developing	Keeping Informed
			Communication	
U K S 2	Year 4	Authoring	Bringing Images to Life	Accuracy
				Counts
U K S 2	Year 5	Sound Works	Data	Robotics and Systems
			Matters	
U K S 2	Year 6	Staying	Information	Morphing Images (Moving Images)
		Connected	Models	

