Computing Long Term Curriculum Map

Teach Computing

Year	Autumn 1	Autumn 2	Spring3	Spring 4	Summer 5	Summer 6
R				Story: DigiDuck	Story: Chicken Clicking	Story: Dot.
1	Computer Systems and Networks Technology around us	Creating Media Digital Painting	**Internet safety day** Programming **Moving a robot**	Data and information Grouping Data	MEDIA BALANCE AND WELL-BEING Creating Media Digital writing	PRIVACY & SECURITY Programming Programming animations
2	Computer Systems and Networks Information technology around us	Creating Media **Digital photography**	**Internet safety day** Programming **Robot algorithms**	Data and information Pictograms	MEDIA BALANCE AND WELL-BEING Creating Media Digital music	PRIVACY & SECURITY Programming Programming quizzes
3	MEDIA BALANCE AND WELL-BEING Computer Systems and Networks Connected computers	PRIVACY & SECURITY Creating Media Stop-frame animation	**Internet safety day** Programming Sequencing sounds	DIGITAL FOOTPRINT & IDENTITY Data and information Branching databases	RELATIONSHIPS & COMMUNICATION Creating Media Desktop publishing	CYBERBULLYING & DIGITAL DRAMA Programming Events and actions in programs
4	PRIVACY & SECURITY Computer Systems and Networks The internet	DIGITAL FOOTPRINT & IDENTITY Creating Media Audio production	**Internet safety day** Programming Repetition in shapes	RELATIONSHIPS & COMMUNICATION Data and information **Data logging**	CYBERBULLYING & DIGITAL DRAMA Creating Media Photo editing	NEWS & MEDIA LITERACY Programming Repetition in games
5	MEDIA BALANCE AND WELL-BEING Computer Systems and Networks Systems and searching	PRIVACY & SECURITY Creating Media Video production	**Internet safety day** Programming **Selection in physical computing**	DIGITAL FOOTPRINT & IDENTITY Data and information Flat-file databases	RELATIONSHIPS & COMMUNICATION Creating Media Vector graphics	CYBERBULLYING & DIGITAL DRAMA Programming Selection in quizzes
6	MEDIA BALANCE AND WELL-BEING Computer Systems and Networks Communication and collaboration	PRIVACY & SECURITY Creating Media Webpage creation	**Internet safety day** Programming Variables in games	DIGITAL FOOTPRINT & IDENTITY Data and information Introduction to spreadsheets	CYBERBULLYING & DIGITAL DRAMA Creating Media 3D modelling	NEWS & MEDIA LITERACY Programming **Sensing movement**

Each **COLOURED BOLD TITLE** is **1 lesson** to be taught as the **first Computing lesson for each term** (x5 across the year).

Term 3 does not have an online safety lesson planned in because Internet Safety Day is in February and will be planned according to the focus of the year.

Highlighted units will require equipment (potentially to be loaned from the Teach Computing Hub).