

Rydon Primary Computing curriculum map

TERM	YEAR 1	YEAR 2	YEAR 3	YEAR 4	YEAR 5	YEAR 6
Autumn	Technology around us Digital painting	IT around us Digital photography	Connecting computers Stop-frame animation	The Internet Audio Editing (Podcasts)	Systems and searching Video editing	Communication 3D modelling
SPRING	Moving a robot Grouping data	Robot Algorithms Pictograms	Sequencing sounds Branching databases	Repetition in Shapes Data Logging	Selection in physical computing Flat file databases	Variables in games Spreadsheets
SUMMER	Digital writing Introduction to animation	Presentation skills Introduction to quizzes	Desktop publishing Events and actions in programs	Photo Editing Repetition in Games	Vector drawing Selection in quizzes	Web page creation Sensing