Computing Cycle B Curriculum Map

School Leavers

Data handling: Investigating weather

Programming 2: Computational thinking

Skills showcase: HTML

Online Safety: Computer Systems and Networks: Collaborative learning

Programming 1: Further coding with Scratch

Creating media: website design

KS2

Data handling: International Space Staion

Programming 2: ScratchJr

Programming 1: Algorithms and debugging

Creating medi: Stop motion

Computer systems and networks 2: Word processing

Online Safety: Computer systems and networks - What is a computer?

Reception: Develop greater competence and independence with keyboard skills, locating and using relevant keys effectively, such as up/down left/right, numbers and letters for their name.

Develop greater competence and independence with mouse skills, including moving and clicking effectively to complete games and programs, as well as selecting a variety of tools to achieve a desired effect.

Log in and out independently.

Support others to access and use technology by explaining, modelling and correcting where necessary.

Reception: Learn that an algorithm is a set of instructions to carry out a task in a specific order.

Use logical reasoning to predict the outcome of a set of simple instructions.

Follow an algorithm as part of an unplugged game and learn to debug instructions when things go wrong.

Program Bee-Bot with greater independence, programming it to reach a desired destination, whilst using relevant vocabulary and making corrections where necessary.

KS1

EYFS

Reception: Children further develop their photography skills, taking photographs of their discoveries and interests. Take independent 'selfies' for the local 'Leek Show'.

Sort and categorise objects independently based on criteria of their choosing.

Learn more about branching databases through physical sorting and categorising objects.

Interpret basic pictograms.

Nursery: Develop basic keyboard skills and how to locate relevant keys, with support.

Develop basis mouse skills, including moving and clicking, to complete a game with support.

Learn to log in and out with support.

Nursery: Learn to follow and give simple instructions through physical games.

Program Bee-Bot with support, learning the meaning of directional arrows, learning relevant vocabulary and following a simple sequence of instructions.

Nursery: Explore and tinker with hardware and introduced to relevant vocabulary.

Identify where technology is used in places they are familiar with.

Children learn to operate a basic camera with adult support and take 'selfies' for the local 'Leek Show'.

Children sort and categorise objects according to given criteria.

Introduced to physical branching databases through yes/no questions.