**Godwin Primary School Computing Curriculum Map (Software and Resources)**

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| --- | --- | --- | --- | --- | --- | --- |
| Year Group | Autumn 1 | Autumn 2 | Spring 1 | Spring 2 | Summer 1 | Summer 2 |
| N | In Nursery, computing is integrated throughout the year. Resources and activities include:   * Cause and effect toys (toys where an action creates something to happen such as push and pop up toys) * Sensory room resources (light up toys and bubble machine) * CD player (used to play music from, children are aware of how to turn the CD player on and off) * Ipads (children use them to take photographs e.g. when going on a minibeast hunt in the garden, adults use them to research and share videos and photos with the children) * Electronic toys e.g. microwaves (roleplaying what they do and how they do them) * Torches (linked to role-play during activities) * Programming Beebots to move (positional language) * Remote control cars (focus on movement) | | | | | |
| R | In reception, computing is integrated throughout the year. Resources and activities include:   * Ipads (taking photographs and manipulating them e.g. enlarging) * Programming Beebots to move (positional language) * Voice recorders (used to retell stories) * Stop watches (maths/ time) * Torches (linked to role-play during activities like being a superhero) * Remote control cars (focus on movement) * Electronic toys e.g. microwaves (roleplaying what they do and how they do them) * Using the internet to search for information (e.g. after a knowledge harvest, the adult and children can search for answers on the computer together) * Teacher led activities on a computer (e.g. tenergy, PowerPoint sessions) * Godwin online safety rules | | | | | |
| 1 | Computing Systems and Networks – Technology Around Us  **(UNPLUGGED)** | Creating Media – Digital Painting  **(2PAINT / PURPLE MASH SUITE)** | Creating Media – Digital Writing  **(2PUBLISH / PURPLE MASH SUITE)** | Programming A – Moving a robot  **(BEEBOTS)** | Data and Information – Grouping Data  **(MAINLY UNPLUGGED / SORTING ACTIVITY)** | Programming B – **Introduction to Animation**  **(2CODE / PURPLE MASH SUITE)** |
| 2 | Computing Systems and Networks – Information Technology Around Us  (**UNPLUGGED)** | Creating media – Making Music  **(CHROME MUSIC LAB)** | Programming A – Robot algorithms  **(2CODE / PURPLE MASH SUITE)** | Data and Information – Pictograms  **(2COUNT and 2GRAPH / PURPLE MASH SUITE)** | Creating media – Digital photography  **(TABLET DEVICES / CAMERA APPS)** | Programming B **–** An introduction to quizzes  **(2CODE / PURPLE MASH SUITE)** |
| 3 | | Computing Systems and Networks  **(UNPLUGGED / WORKSHEETS)** | Creating media – Desktop publishing  **(2PUBLISH+ / PURPLE MASH SUITE)** | Programming A – Sequence in music  **(2CODE / PURPLE MASH SUITE)** | Data and Information – Branching Databases  **(2QUESTION / PURPLE MASH SUITE)** | Creating Media – Animation  **(2ANIMATE / PURPLE MASH SUITE)** | Programming B – Events and actions  **(2CODE / PURPLE MASH SUITE)** |
| 4 | | Computing systems and networks – The internet  **(INTERNET BROWSER)** | Creating media – Audio editing  **(Adobe Express/BAND LAB)** | Programming A – Repetition in shapes  **(2CODE / PURPLE MASH SUITE)** | Data and information – Data logging  **(Microbit)** | Creating Media – Photo editing  **(Adobe Express)** | Programming B –Repetition in games  **(2CODE / PURPLE MASH SUITE)** |
| 5 | | Computing systems and networks – Sharing information  **(INTERNET BROWSER)** | Creating media – Vector drawing  **(MICROSOFT POWERPOINT)** | Data and Information - Flat-file Databases  **(J2e)** | Programming A – Selection in physical computing – **(Crumble)** | Creating media – Video editing  **(Adobe Express)** | Programming B – Selection in quizzes  **(2CODE / PURPLE MASH SUITE)** |
| 6 | | Computing systems and networks – Communication  **(INTERNET BROWSER)** | Creating Media – 3D Modelling  **(TINKERCAD)** | Programming A – Variables in games  **(2CODE / PURPLE MASH SUITE)** | Data and information – Spreadsheets  **(MICROSOFT EXCEL)** | Programming B – Sensing  **(Microbits)** | Creating Media – Web page creation  **(GOOGLE SITES)/Adobe Express** |