	Computing Curriculum Map Lent Term 2020
Year 3	**Communication and Collaboration: Publishing**: Pupils learn to: Begin to personalise their own Learning Platform page; Organise a folder structure for documents on one drive; Access a shared space to follow web links and read instructions for work upload work to a shared space. **Messaging**: Pupils learn to: Send email, send attachments and arrange emails into folders **Touch Typing: English Type Jnr** Pupils work through simulated lessons and activities to develop touch-typing skills.
Year 4	**Programming – Code.Org** Students create programs with different kinds of loops, events, functions, and conditions and write algorithms for everyday tasks. They will investigate different problem-solving techniques, discuss societal impacts of computing and the internet, and learn about internet transmission methods. **Touch Typing: English Type Jnr** Students work through simulated lessons and activities to develop touch-typing skills.
Year 5	**Web Development: HTML** Pupils learn to drag and drop pieces of HTML code to create simple websites **Touch Typing: English Type Jnr** Pupils work through simulated lessons and activities to develop touch-typing skills.
Year 6	**Web Development – HTML and CSS** Students learn to manually input HTML script for webpages using HTML and CSS. Script will include: Tagging, Headings, Paragraphs, Images, Links, Backgrounds
Year 7	**Programming: Intro to Python – Year 7** Pupils write text-based code to create programs that use basic programming constructs including: Output data; Accept input; Statements using arithmetical operators +, -, * and /; IF statement using logical comparisons of <, <=, =, <>, >, >=;IF statements using logical operators AND and OR; Nested IF statements; Organising program into Subroutines; One-dimension arrays for storing variables; Coding standards.
Year 8	**Data: Spreadsheet Modelling** Pupils learn to create spreadsheets with formulas and using the basic functions of =SUM; =MAX; =MIN; =AVERAGE; =SUMIF; =COUNTIF. Pupils also create charts/graphs with sensible data and fully labelled, change values in a spreadsheet and explain why; explore data types and formatting cells including conditional formatting.

	Computing Curriculum Map Summer Term 2020
Year 3	**Programming** Year 3 Espresso Coding Unit 2: Pupils learn to use selection to create simple games and apps. **Touch Typing: English Type Jnr** Pupils work through simulated lessons and activities to develop touch-typing skills.
Year 4	**Programming: Logo** Pupils learn to**:** Write a simple program in Logo to produce a line drawing; Use more advanced Logo programming, including pen up, pen down etc; Write a program to reproduce a defined problem, e.g. geometric shape/pattern. **Programming** Year 4 Espresso Coding Unit 2: Pupils learn to use repetition and loops to create simple games and apps. **Touch Typing: English Type Jnr** Students work through simulated lessons and activities to develop touch-typing skills.
Year 5	**Web Development: HTML and CSS 1** Pupils develop their skills and consider page formatting and the use of links. **Touch Typing: English Type Jnr** Pupils work through simulated lessons and activities to develop touch-typing skills.
Year 6	**Programming: Beginners Python** Students learn to understand the process of developing programs using text-based languages, understand the importance of writing correct syntax and develop their ability to formulate algorithms for simple programs. Pupils will also need to debug existing text-based code.
Year 7	**Understanding Computers** Students learn about the elements of a computer, the CPU, understanding binary including binary addition, storage devices and convergence and new technologies.
Year 8	**Accelerated Computer Science** Pupils complete a range of tasks and tackle computing problems as a summary of key skills and concepts covered in KS2 and KS3 including: Sequencing and loops; Using functions; While loops; Nested loops; Combining IF and loops and functions; Action Commands; Variables; Debugging; Creating new programs