Computing Curriculum Map Summer Term 2021

Year 1	
Year 2	
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	**ICT:** Creating Presentations. Pupils will use PowerPoint to create and share presentations based on the findings of a geography project. **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	**Programming: Introduction to Python** Pupils learn to create working programs using Python, a scripted programming language, building on the skills covered in Year 6. Pupils cover major programming concepts whilst learning the importance of syntax when using a professional computing language.
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