	Computing Curriculum Map Michaelmas Term 2022
Year 3	**Communication and Collaboration - Office 365 The Basics:** Pupils can navigate the Office 365 environment and locate shared files and folders. **Programming** Year 3 Espresso Coding Starter Unit: Pupils can control objects using events, buttons and key presses. Year 3 Espresso Coding Unit1: Pupils can build and sequence commands to create simple animations.
Year 4	**Communication and Collaboration - Office 365 The Basics+:** Pupils can navigate the Office 365 environment, send and receive messages and create and share new files. **Programming:** Year 4 Espresso Coding Unit 1: Pupils can add variables to code to create simple games and simulated shop till software.
Year 5	**Using OneNote**: Pupils learn to create, edit, insert and share content using OneNote with a focus on E-safety and online bullying. **Programming:** Year 5 Espresso Coding Unit1: Pupils can manipulate objects with greater control by coding using commands to affect speed, direction and coordinates.
Year 6	**Computer Systems:** Pupils learn about Data, Inside a computer, input and output devices, The CPU, Memory and Storage, Operating Systems, Software. **Programming:** Scratch: Pupils program a range of sprites and back drops to create a variety of animations. More complex use of iteration, conditional statements, variables and event handling is expected to enhance the program.
Year 7	**Computer Systems:** Pupils learn about Data Types and Representation, Logic, Binary, Characters, Images, Sound and Compression. **Programming: Scratch** To write programs for a range of computer games using the skills learnt through previous tutorials. Programming skills included: Sequence, Iteration, conditional statements, variables, event handling, parallel execution, co-ordination and synchronisation (broadcast), keyboard input, Boolean logic, dynamic interaction.
Year 8	**Networks:** Types of networks, Network topologies, The Internet, Network Security, The Law, Censorship and Surveillance, Social Media. **Programming: Intro to Python – Year 8**

	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.