# Computing Curriculum Map Lent Term 2025

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| **Year 3** | **Digital Citizenship -** Focus on the key areas of: Balance, kindness, instincts, principled, stop and think.<br>**Digital Literacy -** Introduction to spreadsheets and publishing in MS Word.<br>**Touch Typing -** Continue to develop typing skills using PurpleMash 2Type |
| **Year 4** | **Digital Literacy –** Creating and presenting effectively with PowerPoint. Developing Excel skills: currencies, decimals, line graphs, budget sheets.<br>**Digital Citizenship -** Learn about the SMART rules of online safety and how to stay safe when using connected devices.<br>**Touch Typing -** Develop touch typing skills using Typingclub.com<br>Students work through simulated lessons and activities to develop touch-typing skills. |
| **Year 5** | **Programming –** Block Coding: Randomised variables. Pupils develop simple apps using random variable to create crossing the road and bounce based games.<br>**Digital Citizenship -** Focus on keeping gaming fun, what is and isn't safe to share online, media choices<br>**Digital Literacy –** Mastering PowerPoint: Designer, animations, transitions, online publishing. Introduction to Canva.<br>**Touch Typing -** Develop touch typing skills using Typingclub.com<br>Students work through simulated lessons and activities to develop touch-typing skills. |
| **Year 6** | **Web Development – HTML and CSS**<br>Students learn to manually input HTML script for webpages using HTML and CSS.  Script will include Tagging, Headings, Paragraphs, Images, Links, Backgrounds. Students produce a website based on a researched topic. |

Computing Curriculum Plan Year3-8
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| **Year 7** | **Programming -**<br><br>**Scratch**<br>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.<br>**Intro to Python**<br>Students 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** | **Programming -**<br><br>**Python Next Steps**<br>Students write text-based code to create programs that use basic programming constructs including managing different data types, selecting loops, using lists, creating functions and procedures and data handling.<br>**Introduction to Robotics –** students engineer and code simple robots to complete tasks such as moving in set patterns, using sensors to detect and collect objects, following coloured lines and sensing boundaries. |