



Computing Curriculum Map



	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8	Week 9	Week 10	Week 11	Week 12
Autumn	Term 1a						Term 1b					
	IT – Using Technology Safely Computer Safety and Graphics						Computational Thinking Turtle Programming and Algorithms					
Spring	Term 2a						Term 2b					
	Data Representation How data is represented in computers						Programming Text Based Game Programming					
Summer	Term 3a						Term 3b					
	Computers Software and Hardware						Networking Networking Basics					

Pupils are taught to question how computer systems work, what computers understand and how to use these systems creatively and responsibly. Through a curriculum of Computing, Digital Literacy and Information Technology, pupils are empowered to become more resilient, knowledgeable and effective problem solvers. Pupils are required to have a theoretical understanding but also study practical elements of study; the intention is to explore various programming languages and applications in order to suitably complete a range of successful projects and have a more holistic experience.