

ICT Curriculum Map

Year Group	Autumn 1 Computer systems and Networks 2 Data and information	Spring 1 Creating media A 2 Creating media B	Summer 1 Programming A 2 Programming B
EYFS	Identify things they see on screen Use a mouse or key pad to make marks Enjoy simple computer games Remote controls ICT in our everyday lives (e.g. zebra crossings, torches, chip and pin, Alexa) Cause and effect toys Cameras to capture life   		
Year 1	Year 1 Skills Technology around us Recognising technology in school and using it responsibly. Grouping data Exploring object labels, then using them to sort and group objects by properties. Managing online information Privacy and Security Copyright and Ownership	Year 1 Skills Digital painting Choosing appropriate tools in a program to create art, and making comparisons with working non-digitally. Digital writing Using a computer to create and format text, before comparing to writing non-digitally. Health, Well-being and lifestyle Self-image and identity	Year 1 Skills Moving a robot Writing short algorithms and programs for floor robots, and predicting program outcomes. Programming animations Designing and programming the movement of a character on screen to tell stories. Online Relationships Online Reputation Online bullying
Year 2	Year 2 skills Information technology around us Identifying IT and how its responsible use improves our world in school and beyond. Pictograms Collecting data in tally charts and using attributes to organise and present data on a computer. Managing online information Privacy and Security Copyright and Ownership	Year 2 skills Digital photography Capturing and changing digital photographs for different purposes. Making music Using a computer as a tool to explore rhythms and melodies, before creating a musical composition. Health, Well-being and lifestyle Self-image and identity	Year 2 skills Robot algorithms Creating and debugging programs, and using logical reasoning to make predictions. Programming quizzes Designing algorithms and programs that use events to trigger sequences of code to make an interactive quiz. Online Relationships Online Reputation Online bullying

ICT Curriculum Map

Year 3	Year 3 skills Connecting computers Identifying that digital devices have inputs, processes, and outputs, and how devices can be connected to make networks. Branching databases Building and using branching databases to group objects using yes/no questions. Managing online information Privacy and Security Copyright and Ownership	Year 3 skills Stop-frame animation Capturing and editing digital still images to produce a stop-frame animation that tells a story. Desktop publishing Creating documents by modifying text, images, and page layouts for a specified purpose. Health, Well-being and lifestyle Self-image and identity	Year 3 skills Sequencing sounds Creating sequences in a block-based programming language to make music. Events and actions in programs (selection) Writing algorithms and programs that use a range of events to trigger sequences of actions. Online Relationships Online Reputation Online bullying
Year 4	Year 4 skills The internet Recognising the internet as a network of networks including the WWW, and why we should evaluate online content. Data logging Recognising how and why data is collected over time, before using data loggers to carry out an investigation. Managing online information Privacy and Security Copyright and Ownership	Year 4 skills Audio production Capturing and editing audio to produce a podcast, ensuring that copyright is considered. Photo editing Manipulating digital images, and reflecting on the impact of changes and whether the required purpose is fulfilled. Health, Well-being and lifestyle Self-image and identity	Year 4 skills Repetition in shapes Using a text-based programming language to explore count-controlled loops when drawing shapes. Repetition in games Using a block-based programming language to explore count-controlled and infinite loops when creating a game. Online Relationships Online Reputation Online bullying

ICT Curriculum Map

Year 5	Year 5 Skills Systems and Searching How information is found on the World Wide Web. How search engines work. Flat-file databases Using a database to order data and create charts to answer questions. Managing online information Privacy and Security Copyright and Ownership	Year 5 Skills Video production Planning, capturing, and editing video to produce a short film. Vector graphics Creating images in a drawing program by using layers and groups of objects. Health, Well-being and lifestyle Self-image and identity	Year 5 Skills Selection in physical computing Exploring conditions and selection using a programmable microcontroller. Selection in quizzes Exploring selection in programming to design and code an interactive quiz. Online Relationships Online Reputation Online bullying
Year 6	Year 6 skills Communication and Collaboration Recognising how the WWW facilitates communication and collaboration inc. what should/shouldn't be shared. Introduction to spreadsheets Answering questions by using spreadsheets to organise and calculate data. Managing online information Privacy and Security Copyright and Ownership	Year 6 skills Webpage creation Designing and creating webpages, giving consideration to copyright, aesthetics, and navigation. 3D modelling Planning, developing, and evaluating 3D computer models of physical objects. Health, Well-being and lifestyle Self-image and identity	Year 6 skills Variables in games Exploring variables when designing and coding a game. Sensing Designing and coding a project that captures inputs from a physical device. Using the microbit for Primary to Secondary transition Using the micro:bit and Make Code environment Online Relationships Online Reputation Online bullying