

# The Nar Valley Federation of Church Academies Computing Curriculum Map



	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
YA Y1	Computing Systems and Networks – Technology Around Us	Creating Media – Digital Painting	Creating Media - Digital Writing	Data and Information – Grouping Data	Programming A – Moving a Robot	Programming B – Introduction to animation
YA Y2/3	Computing Systems and Networks – IT Around Us	Creating Media – Making Music	Creating Media – Digital Photography	Data and Information – Pictograms	Programming A – Robot Algorithms	Programming B – An Introduction to Quizzes
YB Y2/3	Computing Systems and Networks – Connecting Computers	Creating Media – Animation	Creating Media – Desktop Publishing	Data and Information – Branching Databases	Programming A – Sequence in Music	Programming B – Events and Actions
YA 4/5/ 6	Computing Systems and Networks – The Internet	Creating Media – Audio Editing	Creating Media – Photo Editing	Data and Information – Data Logging	Programming A – Selection in Physical Computing	Programming B – Selection in Quizzes Repetition in Games
YB 4/5/ 6	Computing Systems and Networks – Sharing Information	Creating Media – Vector Drawing	Creating Media – 3D Modelling	Data and Information – Flat-file Databases	Programming A – Repetition in Shapes	Programming B – Repetition in Games
YC 4/5/ 6	Computing Systems and Networks – Communication	Creating Media – Video Editing	Creating Media – Web Page Creation	Data and Information – Spreadsheets	Programming A – Variables in Games	Programming B – Sensing