

## Bury Computing Long Term Curriculum Map

Autumn	KS1		KS2			
	Y1/Y2 A	Y1/Y2 B	Y3/4 A	Y3/4 B	Y5/6 A	Y5/6 B
	<a href="#">Computing systems and networks – Technology around us</a> <a href="#">Creating media – Digital painting</a>	<a href="#">Computing systems and networks – IT around us</a> <a href="#">Creating media – Digital photography</a>	<a href="#">Computing systems and networks – Connecting computers</a> <a href="#">Creating media – Animation</a>	<a href="#">Computing systems and networks – The Internet</a> <a href="#">Creating media – Audio editing</a>	<a href="#">Computing systems and networks – Sharing information</a> <a href="#">Creating media – Vector drawing</a>	<a href="#">Computing systems and networks – Communication</a> <a href="#">Creating media – 3D Modelling</a>
Spring	KS1		KS2			
	Y1/Y2 A	Y1/Y2 B	Y3/4 A	Y3/4 B	Y5/6 A	Y5/6 B
	<a href="#">Creating media – Digital writing</a>  <a href="#">Data and information – Grouping data</a>	<a href="#">Creating media – Making music</a>  <a href="#">Data and information – Pictograms</a>	<a href="#">Creating media – Desktop publishing</a>  <a href="#">Data and information – Branching databases</a>	<a href="#">Creating media – Photo editing</a>  <a href="#">Data and information – Data logging</a>	<a href="#">Creating media – Video editing</a>  <a href="#">Data and information – Flat-file databases</a>	<a href="#">Creating media – Web page creation</a>  <a href="#">Data and information – Spreadsheets</a>
Summer	KS1		KS2			
	Y1/Y2 A	Y1/Y2 B	Y3/4 A	Y3/4 B	Y5/6 A	Y5/6 B
	<a href="#">Programming A – Moving a robot</a>  <a href="#">Programming B – Introduction to animation</a>	<a href="#">Programming A – Robot algorithms</a>  <a href="#">Programming B – An introduction to quizzes</a>	<a href="#">Programming A – Sequence in music</a>  <a href="#">Programming B – Events and actions</a>	<a href="#">Programming A – Repetition in shapes</a>  <a href="#">Programming B – Repetition in games</a>	<a href="#">Programming A – Selection in physical computing</a>  <a href="#">Programming B – Selection in quizzes</a>	<a href="#">Programming A – Variables in games</a>  <a href="#">Programming B – Sensing</a>