

## Ickford School Computing Map

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<b>Class 1</b>	Creating media – digital painting.	Computer Systems and networks – Technology around us.	Programming – moving a robot.	Creating media - Digital writing.	Programming – programming animations	Data and information – Grouping data.
<b>Class 2</b>	Programming – Robot algorithms.	Computing systems and networks – IT around us.	PowerPoint Presentations	Data and information – Pictograms.	Creating media – Digital music.	Programming – programming quizzes.
<b>Class 3</b>	Programming - Sequencing Sounds	Data and Information - Branching Databases	Creating Media – Desktop publishing	PowerPoint Presentations	Programming - Events and Actions in Programs	Programming – Repetition in games.
<b>Class 4</b>	Computing Systems and Networks - Systems and Searching	Creating media – Video Production	Programming - Selection in Physical Computing	Data and Information - Flat-file Databases	Creating Media - Introduction to Vector Graphics	Programming - Selection of Quizzes
<b>Class 5</b>	Creating media – 3D modelling.	Code cracking and Cryptography	Creating Media – Web page creation	Programming – Variables in games	Selection in physical computing – designing a robot (Using Crumble)	Using the micro:bit for Primary to Secondary transition