Computing Curriculum Map 2023-2025

The National Curriculum Computing programme content is taught at West Ashton through the following units:

	Cycle year	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Comets (Y1/2)	A	Computing Systems and Networks: Improving mouse skills	Programming: Algorithms Unplugged	Skills showcase: Rocket to the Moon	Computing Systems and Networks: What is a computer?	Programming: Algorithms and debugging	Computing Systems and Networks: Word Processing
	B	Programming: Bee Bots	Creating Media: Digital imagery	Data handling: Introduction to data	Programming: Scratch Junior	Creating Media: Stop Motion	Data handling: International Space Station
Discoverers (Y3/4)	A	Computing Systems and Networks: Emailing	Programming: Scratch	Creating media: video trailers	Creating media: Website design	Programming: Further coding with Scratch	Programming: Computational thinking
	B	Computing systems and networks: Networks and the internet	Data handling: Comparison Cards	Computing systems and networks: Journey inside a computer	Computing systems and networks: Collaborative learning	Data handling: Investigating weather	Skills showcase: HTML
Voyagers (Y5/6)	A	Programming: Micro-bit	Data Handling: Mars Rover 1	Skills Showcase: Mars Rover 2	Computing systems and networks: Bletchley Park	Creating media: History of computers	Skills showcase: Inventing a product
	B	Programming: Music	Creating Media: stop motion animation	Computing systems and networks: Search engines	Data handling: Big Data 1	Data handling: Big Data 2	Programming: Intro to Python