



## Grangetown Primary Computing Curriculum Map



Term	Year One	Year Two	Year Three	Year Four	Year Five	Year Six
Autumn 1	<b>e-safety</b> (Twinkl)	<b>e-safety</b> (Twinkl)	<b>e-safety</b> (Twinkl)	<b>e-safety</b> (Twinkl)	<b>e-safety</b> (Twinkl)	<b>e-safety</b> (Twinkl)
Autumn 2	<b>Keyboard and Mouse Skills</b>	<b>Typing</b> <b>Computing in the Wider World</b> (Recognise uses of IT)	<b>Typing</b> <b>Computing in the Wider World</b> (Document Editing and Creation)	<b>Typing</b> <b>Computing in the Wider World</b> (Internet Research)	<b>Typing</b> <b>Computing in the Wider World</b> (Computer Networks and the Internet)	<b>Typing</b> <b>Computing in the Wider World</b> (Machine Learning and AI)
Spring 1	<b>Multimedia and Text</b> Comic Creations	<b>Multimedia and Text</b> E-book Creation	<b>Multimedia and Text</b> Comic Creation	<b>Multimedia and Text</b> e-book Creation	<b>Multimedia and Text</b> e-book Creation	<b>Multimedia and Text</b> Web Design
Spring 2	<b>Computer Aided Design</b> Digital Art (1-2 hours)	<b>Computer Aided Design</b> Digital Art	<b>Computer Aided Design</b> Digital Art	<b>Computer Aided Design</b> 3D design	<b>Computer Aided Design</b> App design	<b>Computer Aided Design</b> Graphic Design
Summer 1	<b>Data Handling</b> Data Handling	<b>Data Handling</b> Data Handling	<b>Data Handling</b> Data Handling	<b>Data Handling</b> Data Handling	<b>Data Handling</b> Data Handling	<b>Data Handling</b> Data Handling
Summer 2	<b>Coding and Programming</b> Introduce Programming	<b>Coding and Programming</b> Develop Programming	<b>Coding and Programming</b> Programming with Scratch	<b>Coding and Programming</b> Programming with Scratch	<b>Coding and Programming</b> Programming with Scratch	<b>Coding and Programming</b> Programming with Scratch