

Wilbury Computing Curriculum

EYFS	See EYFS computing curriculum map					
Year 1	Computing Systems and Networks	Programming A	Programming B	Creating Media	Creating Media	Data Information
	Technology Around Us Pupils learn about technology and how it benefits daily life. They'll practice using keyboards and mice and think about using technology responsibly. Subject link and outcome Science- Classifying animals. How can we use technology to classify animals?	Programming Robots Pupils learn basic programming concepts, starting with individual commands and progressing to computer programs. They'll work with floor robots, understanding each command's function and predict program outcomes. Pupils will be introduced to algorithmic thinking for program design. Subject link and outcome Geography-Use a Bee Bot map to identify continents and oceans	Programming Animations Pupils begin learning on-screen programming with ScratchJr. They'll explore project elements like sprites and backgrounds, use programming blocks to create and modify programs, and get introduced to basic program design concepts. Subject link and outcome History Space- Neil Armstrong Create an animation of the Moon Landing 1969	Digital Painting Pupils learn various digital painting tools and create their own digital artworks, drawing inspiration from different artists. Pupils will reflect on their preferences for painting with or without digital devices. Subject link and outcome Art- Create a Matisse-inspired artwork that explores the feeling of space through the use of colour, shape, and composition.	Digital writing Pupils learn how to use computers for writing and editing text, practicing with keyboards and mice. They'll also learn to change their text appearance and explain their choices. Finally, they'll compare writing on computers with writing on paper, stating their preferences and reasons. Subject link and outcome Literacy-Create words/sentences based on the current class text.	Grouping Data Pupils learn about data and information, emphasising labelling, grouping, and searching within data. It shows how computers group and present data efficiently by assigning labels to data, like images. Subject link and outcome Science-Create data based on a variety of common wild and garden plants, including deciduous and evergreen trees

Year 2	Computing Systems and Networks	Data and Information	Programming A	Creating Media	Programming B	Creating Media
	IT Around Us Pupils learn about information technology (IT) and find examples of it in various places like schools, shops, hospitals, and libraries. They'll also understand how IT contributes to our world and the importance of using it responsibly. Subject link and outcome PSHE – Pupils will learn how to stay safe online and develop an understanding of how to use technology responsibly and respectfully	Pictograms Pupils learn about data collection using tally charts, organising data with attributes, and presenting it using pictograms and block diagrams. They'll then use the data to answer questions. Subject link and outcome Science–Pupils will create pictograms of animals and answer questions related to their science curriculum map, e.g. Where do animals live and why?	Robot algorithms Pupils follow instructions, predict outcomes, experiment with command sequences, design algorithms, create and test digital artwork, and debug programs. Subject link and outcome Geography – Pupils will use Bee-Bot mats featuring the UK and program the Bee-Bots to navigate to each of the four countries. They will identify key characteristics of each country, including their capital cities.	Digital Photography Pupils learn how different devices can take photos and practice capturing, editing, and improving images. They'll also understand that not all images they see are real. Subject link and outcome Art– Pupils will create self-portraits using a range of formats and techniques. They will also take photographs of others while developing an understanding of the importance of asking permission before capturing or sharing images.	Programming Quizzes Pupils learn that commands lead to outcomes and make predictions. They will create a quiz in Scratch Jr Subject link and outcome Science– Pupils to create a quiz based on how plants grow.	Digital Music Pupils will use a computer to make music and think about how it affects them. They'll compare digital and non-digital music creation and create music with patterns in mind. Subject link and outcome Music– Pupils to create a piece of dance music using Chrome Music Lab
Year 3	Computing Systems and Networks	Creating Media	Programming A	Creating Media	Programming B	Data and Information
	Connecting Computers Pupils learn about digital devices and compare them to non-digital ones.	Stop-Frame Animation Pupils will use iPads to create a stop-motion animation	Sequencing Sounds Pupils learn about programming sequencing using	Desktop Publishing Pupils use desktop publishing software to edit documents, explore fonts,	Events and Actions Pupils learn about events and actions, building on sequencing skills.	Branching Databases Pupils learn how to make branching

	They will also explore computer networks and discover the benefits of connecting devices within a network. Subject link outcome PHSE- Pupils will discuss security within networks and why we have it.	and then apply those skills to create a story-based animation. They will then enhance their animations by adding music and text. Subject link outcome History – Pupils will create an animation based on the Stone Age, using their digital skills to demonstrate and reinforce their understanding of key historical knowledge. They will discuss their work and reflect on the concepts explored during their history lessons.	Scratch. They start with basic concepts and are gradually introduced to more advanced elements, leading to a final project creating a flute representation. Subject link outcome Music- Pupils to create a piece of music through coding using 'Dragon Scales'.	colors, templates, layouts, and page orientation, and create a magazine cover or poster. They add text and images and discuss real-world uses of desktop publishing. Subject link outcome Geography- Create a poster or magazine cover about the Rainforest	Pupils start by moving a sprite in different directions and then navigate a maze using suitable sprites. They also learn about pen blocks to draw lines with sprites and adjust line properties. Pupils then design and code their own maze-tracing program. Subject link outcome Geography- Pupils to create a maze game linked to earthquakes.	databases using yes/no questions to sort objects by attributes. They will create both physical and on-screen databases and then build an identification tool with one. Finally, they'll test it and talk about real-world uses. Subject link outcome Science- Create a database about the classification of animals
Year 4	Computing Systems and Networks	Creating Media	Data and Information	Programming A	Creating Media	Programming B
	The Internet Pupils learn about internet security and the World Wide Web. They will explore the web to understand content ownership and what they can access. Lastly, they'll evaluate online content for honesty and reliability,	AI Pupils will learn that AI is widespread in our lives and frequently features in the media. They will be introduced to the concept of artificial intelligence and explore its	Logging Data (Sound) Pupils will learn about collecting data over time. They will understand how computers use sensors to monitor the environment as humans do with their senses. Students will	Repetition in Shapes Pupils will use Logo, a programming language, to create shapes and patterns. They will learn about	Photo Editing Pupils learn how to edit digital images and understand the effects of their changes. They will also evaluate their editing choices.	Repetition in Games Pupils learn about repetition in programming using Scratch. They compare Scratch to Logo, explore count-controlled and infinite loops, and modify existing

	understanding the consequences of false information. Subject link outcome PHSE- Pupils will understand that the internet contains false information and misinformation. Pupils will learn the consequences of this.	practical applications in everyday life. The topic will also encourage pupils to consider its future development and its impact on creativity. Subject link outcome Music- Pupils will create a piece of Indian music using an AI music generator	collect data for specific questions. Subject link outcome Science- Pupils to collect data relating to sound using NIOSH Sound Level Meter	repetition and loops, which are important concepts in programming. Subject link outcome History- Pupils to create Roman patterns using Logo	Subject link outcome Geography- Pupils to use photos of Edmonton (or photos from around the school) to edit using various techniques	animations and games. Finally, they design and create their own game using repetition. Subject link outcome History- Pupils to create a game in Scratch using characters such as Julius Caesar, Emperor Claudius etc.
Year 5	Computing Systems and Networks	Creating Media	Programming A	Programming B	Creating Media	Data and Information
	Systems and Searching Pupils learn about computer systems and how information is transferred between devices. They study both small and large-scale systems, understanding their input, output, and processes. They also explore how information is found on the web, learning about search engines, and comparing their functions. Subject link outcome History- Pupils to be able to answer questions using search engines related to the Anglo-	Video Production Pupils will work in pairs or groups to create short videos, learn how to capture, edit, and manipulate video content. They'll be guided step-by-step from idea to completion and have the chance to reflect on their progress at the end of the topic. Subject link outcome	Selection in Physical Computing Pupils will use the Crumble programming environment to explore selection in programming. They will learn to connect and program components like LEDs and motors using a microcontroller. They will apply their programming knowledge to control actions with conditions, including using the if-then structure.	Selection in Quizzes Pupils build on their understanding of selection by exploring how conditions control program outcomes. They learn to use If...Then...Else statements to produce different results based on whether conditions are true or false. They apply this in the Scratch coding platform by designing algorithms and creating programs that use	Vector Drawing Pupils start making vector drawings. They will use different drawing tools to create shapes and lines, which are called objects. They learn to layer objects and group them to create more complex artwork. Subject link outcome	Flat File Databases Pupils learn how flat-file databases organise data into records. Students use database tools to sort and answer questions, create graphs from data, and solve problems. They also use real-life databases to find answers and present their work to others. Subject link outcome

	Saxons and Scots	History- Pupils to create a video about the Viking colonisation of Europe AD793-AD1066	Subject link outcome Art- Pupils to create an interactive piece of art using LEDs, motors and Vincent Van Gogh using Crumble controllers	selection based on user input. Subject link outcome Geography – Pupils will create a quiz that uses selection based on user input, applying their programming skills to demonstrate and reinforce their knowledge of rivers from their geography lessons	Art- Pupils to create a piece of sculpture using vector images	Maths- Understanding statistics
Year 6	Computing Systems and Networks	Creating Media	Programming A	Creating Media	Programming B	Data and Information
	Communication and Collaboration Learners explore how data is transferred over the internet, starting with addressing and the structure of data packets. They then examine how the internet supports communication and collaboration through shared online projects and evaluate different communication methods. Finally, they consider responsible online behaviour and what is appropriate to share. Subject link outcome History – Pupils will use their knowledge of World War II to create a collaborative presentation,	Web Page Creation Learners create websites for a specific purpose using Google Sites. They explore what makes an effective web page and apply this to designing, building, and evaluating their own site. They also consider copyright and fair use, visual design, and site navigation. Subject link outcome	Variables in Games Pupils explore variables in programming using Scratch games. Learners learn what variables are and relate them to real-world examples before using them to create a scoreboard simulation. Using a Use-Modify-Create approach, they experiment with and adapt variables in existing projects before developing their own. They also focus on design and	3D Modelling Learners develop skills in creating 3D models using a computer. They begin by exploring a 3D workspace, including moving, resizing, and duplicating objects. Finally, learners explore grouping and ungrouping before planning, creating, and evaluating their own 3D building model. Subject link outcome	Sensing –Micro bit This topic brings together sequence, repetition, selection, and variables using the micro: bit. Learners begin by creating and testing a simple program before transferring it to the device. They then complete progressively challenging projects, each building on prior skills and increasing complexity.	Introduction to Spreadsheets Learners are introduced to spreadsheets, learning how to organise and format data, use formulas and calculations, and apply formulas across multiple cells. They use spreadsheets to plan an event, analyse data, create charts, and evaluate their results.

	sharing key information and developing their ability to communicate historical understanding effectively.	Geography – Pupils will create a website based on South America, using their knowledge from their geography lessons to present key information about the continent.	apply their understanding to improve their Scratch games. Subject link outcome Geography- Pupils to create a game based on foods distributed by South America.	Design and Technology- Create a 3D object that incorporates gears and pulleys.	Outcome- Create a leaving school farewell greeting with music using repetition and selection	Subject link outcome Maths- Pupils use formulas and problem-solving skills to plan a year 6 leaving party.
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