

Northampton Primary Academy Trust Computing Long-term Map

Computing	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Year 1	Embedded unit: Data and Information: Grouping Data <i>e.g., link to Science (identifying and naming common animals)</i>	Computer Systems and Networks: Technology Around Us	Embedded unit Creating Media: Digital Writing <i>e.g., link to History (Edith Cavell and Mary Seacole)</i>	Programming A: Moving a Robot (Beebots)	Embedded unit Creating Media: Digital Painting <i>e.g., link to Art (link to Art, Sculpture and shoe making)</i>	Programming B: Introduction to Animation (Scratch Jr)
Year 2	Embedded unit Creating Media: Digital Photography <i>e.g., link to Art (drawing Inspired by architecture)</i>	Computer Systems and Networks: IT Around Us	Embedded unit Creating Media: Making Music <i>e.g., link to History (music for Christopher Columbus or Neil Armstrong journeys)</i>	Programming A: Robot Algorithms (Beebots)	Embedded unit: Data and Information: Pictograms	Programming B: An introduction to Quizzes (Scratch Jr)
Year 3	Embedded unit Basic skills/word processing. <i>e.g., link to wider curriculum or English.</i>	Computer Systems and Networks: Connecting Computers	Embedded unit Creating Media: Animation <i>e.g., link to History (the Romans)</i>	Programming A: Sequence in Music (Scratch)	Embedded unit: Creating Media: Desktop Publishing <i>e.g., link to Science (parts of a plant)</i>	Programming B: Events and Actions <i>Scratch</i>
Year 4	Embedded unit Creating Media: Photo Editing <i>e.g., link to History (Vikings)</i>	Computer Systems and Networks: The Internet	Embedded unit Creating Media: Audio Editing	Programming A: Repetition in shapes (Logo)	Embedded unit Data and Information: Branching Databases <i>e.g., link to Science (classifications and keys)</i>	Programming B: Repetition in Games (Scratch)
Year 5	Embedded unit Creating Media: Vector Drawing <i>e.g., link to History</i>	Computer Systems and Networks: Sharing information	Embedded unit Data and Information: Flat file databases <i>e.g., link to History (WW1)</i>	Programming A: Selection in Physical Computing (Crumbles)	Embedded unit Creating Media: Video Editing <i>e.g., link to RE (stories of faith) or link to Art (sculpture)</i>	Programming B: Selection in Quizzes (Scratch)
Year 6	Embedded unit	Computer Systems and Networks:	Embedded unit	Programming A:	Embedded unit	Data and Information:



	Creating Media: 3D Modelling	Communication	Creating Media: Web Page Design	Variables in Games (Scratch)	Programming B: Sensing (Micro:bits)	Spreadsheet <i>e.g., link to End of Term party/event/summer fayre</i>
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