

## Orleans Primary School - Computing Curriculum Map 2022-2023

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Nursery	<b>Online Safety</b> <b>Intro to Equipment and Safe Use.</b> <b>Remote Control Toys</b> <b>JiT</b> <b>Busy Things</b>					
Reception	<b>Online safety</b> <b>Using a computer (Kapow)</b>		<b>All about Instructions (Kapow)</b> <b>Safer Internet Day</b>	<b>Exploring hardware (Kapow)</b>	<b>Programming Beebots and Codapillars (Kapow)</b>	<b>Introduction to Data Handling (Kapow)</b>
Year 1	<b>Online Safety (Kapow)</b>	<b>Improving Mouse Skills (Kapow)</b>	<b>Keyboard Skills - Busy Things</b> <b>Safer Internet Day</b>	<b>Programming BeeBot (Kapow)</b>	<b>Algorithms Unplugged (Kapow)</b>	<b>Introduction to Data (Kapow)</b>
Year 2	<b>Online safety (Kapow)</b>	<b>What is a Computer? (Kapow)</b>	<b>Algorithms and Debugging (Kapow)</b> <b>Safer Internet Day</b>	<b>International Space Station (Kapow)</b>	<b>Keyboard Skills - Dance Mat Typing</b>	<b>Word Processing (Kapow)</b>
Year 3	<b>Online safety (Kapow)</b>	<b>Networks and the Internet (Kapow)</b>	<b>Programming Scratch (Kapow)</b> <b>Safer Internet Day</b>	<b>Touch Typing (Englishtype.)</b>	<b>Journey inside a Computer (Kapow)</b>	<b>Video Trailers (Kapow)</b>
Year 4	<b>Online safety (Kapow)</b>	<b>Collaborative Learning (Kapow)</b>	<b>Further Coding with Scratch (Kapow)</b> <b>Safer Internet Day</b>	<b>HTML (Kapow)</b>	<b>Computational Thinking (Kapow)</b>	<b>Touch Typing (Englishtype.)</b>
Year 5	<b>Online safety (Kapow)</b>	<b>Search Engines (Kapow)</b>	<b>Programming Music - Scratch (Kapow)</b> <b>Safer Internet Day</b>	<b>Mars Rover 1 (Kapow)</b>	<b>Touch Typing (Englishtype.)</b>	<b>Programming Crumble Robots</b>
Year 6	<b>Online safety (Kapow)</b>	<b>Bletchley Park (Kapow)</b>	<b>Touch Typing (Englishtype.)</b> <b>Safer Internet Day</b>	<b>Intro to Python (Kapow)</b>	<b>Big Data 1 (Kapow)</b>	<b>History of Computers (Kapow)</b>

Online Safety
Computing Systems and Networks
Programming
Data Handling
Skills Showcase
Creating Media