Computing Curriculum Map 2024 – 2025

Aims

Pupils to be aware of the possibilities and implications of technology use. Pupils to be able to plan and develop programmes and products using key computational skills. Pupils to develop the skills to be computational thinkers, using problems solving and logical thinking skills. Pupils will be resilient creators, able to analyse and debug programmes. Pupils to be prepared for the future and future technologies.

NCCE curriculum

Key Concepts

Algorithms and Programming

Computing Systems, Networks and Impact of Technology

Data and Information

Design and development, creating Media and effective use of tools

Safety and Security

Year 5

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Key Concept	Computing Systems, Networks and Impact of Technology	Design and development, creating media and effective use of tools	Algorithms and Programming	Data and Information	Design and development, creating media and effective use of tools	Algorithms and Programming
Unit Title	Systems	Creating Media (Video)	Programming (A)	Flat File Databases	Introduction to Vector Graphics	Programming: Selection in Quizzes
Year 5	Students will know: • Internet Safety • What a system is • How systems affect our everyday lives • Web searches • Selecting search results	Students will learn: • What is video? • Filming techniques • Using a storyboard • Planning a video • Importing and editing video • Evaluating video	Students will learn: • Learn how to connect crumbles • Combining output components • Controlling with conditions • Starting with selection • Drawing designs	Students will learn: • How to create paper-based data bases • How to compare paper-based and computer-based data bases • How to use a data base	Students will learn: • How to use drawing tools • Creating images • Making effective drawings • How to use layers and objects • How to manipulate objects	Students will learn: • How to explore conditions • How to select outcomes • How to ask questions • How to plan a quiz • How to test a quiz

	• How search results are ranked • How searches can be influenced		• Writing and testing algorithms	• How to use search tools within a database • How to compare data visually e.g. graphs, tables • How databases are used in real life	• How to create a vector drawing	• How to evaluate a quiz