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 6

	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	Communication and Collaboration	Webpage Creation	Programming: Variables in Games	Introduction to Spreadsheets	Creating Media: 3D modelling	Programming: Sensing Movement
Year 6	Pupils will learn: • How to stay safe on the internet • What an IP address is and how to identify them • To define data packets	Pupils will learn: • How to stay safe on the internet • What makes a good website • How to design an effective webpage	Pupils will learn: • To define and identify variables • How variables are used in programming • How variables have an impact on game play	Pupils will learn: • How to collect data effectively • How to format a spreadsheet • How to use formulas in a spreadsheet	Pupils will learn: • What 3D modelling is and how it can be used • How to modify 3D objects	Pupils will learn: • What a micro bit is and how it is used • How to adapt a programme according to conditions

	• How to collaborate online • The role of copyright and permissions • How people communicate in different ways on and offline • How to communicate responsibly online	• The role of copyright and copyright legislation • How to plan navigation paths in webpages • How to evaluate the appearance of websites on different devices • How to make and use hyperlinks	• How to design a game using algorithms • How to implement codes and algorithms, adding variables • How to evaluate and improve games through sharing	• How to use operations in spreadsheets • How to apply our knowledge of spreadsheets • How to present data effectively	• How to design at 3D object for a purpose • How to design a more complex 3D object, using resizing and placeholders • How to plan buildings using a 3D model • How to use plans to make a 3D model	• How to identify inputs and change variables accordingly • How to use operands in selection • How to design a product • How to make and evaluate a product