SJS Computing Curriculum Mapping

In Computing at Shirley Junior School, pupils are being equipped for life in a world where technology is changing the lives of everyone. We intend for children to leave our school being able to embrace and utilise new technology in a socially responsible and safe way in order to flourish. More than that though, we want our children, through their computing lessons, to develop their use of all of our school's learning values, including, but not limited to, problem solving, reflection and curiosity and imagination. Children are exposed to a wide range of software that allows them to develop a proficiency in being autonomous, independent users of computing technologies. These are embedded into our wider curriculum and used throughout the school to enhance learning in all subject areas as part of our embedded creative curriculum. Children have many opportunities to use logical reasoning to design, write and debug programmes; applying their developing skills of sequencing, selection and repetition. Safety online is a topic that is discussed regularly throughout the year so that our pupils have the tools of discernment and the power of knowledge to resolve the inevitable issues they will face in the online world.

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1		Summer 2
Year 3	SJS Wellness Spa I can use a given programme to record data I have collected.	Southampton through time I can use images I have taken to match real locations on a map. I can find more specific facts for given topics by using fewer, more specific key words.	Let it shine I can use sequence to create an animation.	Walk like an Egyptian Esafety	Ground Force Apply multimedia	FWMD Esafety I can use digital technologies to create, edit and communicate creative ideas in the context of musical composition.	Shirley Cruises I can use conditional selection to control objects within an animation.
Year 4	Ticket to Ride I can use and adjust variables to store information.	Better than stone I can use web search to find a range of information to compare and ensure it agrees. Esafety	Roman invasion I can create repeating selections using loops.	Eruption and disruption I can select appropriate images from the internet for a video	Wild I can use images I have taken to a map to present to an different audience. Esafety		Rags to Riches I can use a given programme to interpret data I have collected.
Year 5	Space Roamers I can use computer aided design (CAD) to create a design initially drafted on paper	CSI Shirley Esafety	A Kingdom United? I can use BOOLEAN searches to get more specific results. I can control objects' properties using numerical inputs.	There's no planet B I can take my own photos to add to a video. I can select appropriate programmes to record and interpret data in various forms including charts and graphs, adding explanation within the programme.	Boy @ the back Esafety (identity)	Power of water I can add additional data alongside images on the map. I can apply random selections to simulations.	All the fun at the fair Apply CAD
Year 6	Secret Spitfires Esafety I can use the idea of ranked searches to find appropriate information - not being reliant on the first searches that appear.	A fair Christmas for all I can use CAD to create 3D representations of designs to be viewed from various angles and focusing on specific intricate details. I can select appropriate programmes to record and interpret data, presenting it in different programmes.	Wolves I can critique and edit a video I have created.	Holes I can use more complex variables to store information.	Labrats Esafety		It's a wrap I can use code to detect the parameters of other objects in a simulation. Applied digital literacy and information technology