

Ormskirk West End Primary School – Computing Curriculum Map

Year: 2026 - 2027

	EYFS	Y1	Y3	Y5
Autumn	- Knows how to operate simple equipment, e.g. turns on CD player and uses remote control. - Shows an interest in technological toys with knobs or pulleys, or real objects such as cameras or mobile phones. - Shows skill in making toys work by pressing parts or lifting flaps to achieve effects such as sound, movements or new images. - Knows that information can be retrieved from computers.	Computing systems and networks – Technology around us	Computing systems and networks – Connecting computers	Computing systems and networks – Systems and Sharing information
		Creating media – Digital painting	Creating media – Stop Frame Animation	Creating media – Introduction to Vector graphics
Spring	- Completes a simple program on a computer. - Interacts with age-appropriate computer software.	Creating media – Digital writing	Creating media – Desktop publishing	Creating media – Video production
		Data and information – Grouping data	Data and information – Branching databases	Data and information – Flat-file databases
Summer	- Children recognise that a range of technology is used in places such as homes and schools. - They select and use technology for particular purposes.	Programming A – Moving a robot	Programming A – Sequence sounds	Programming A – Selection in physical computing
		Programming B – Programming animation	Programming B – Events and actions in programs	Programming B – Selection in quizzes
		Y2	Y4	Y6
		Computing systems and networks – IT around us	Computing systems and networks – The Internet	Computing systems and networks – Communication and collaboration
		Creating media – Digital photography	Creating media – Audio production	Creating media – 3D Modelling
		Creating media – Digital music	Creating media – Photo editing	Creating media – Web page creation
		Data and information – Pictograms	Data and information – Data logging	Data and information – Introduction into Spreadsheets
		Programming A – Robot algorithms	Programming A – Repetition in shapes	Programming A – Variables in games
		Programming B – Programming quizzes	Programming B – Repetition in games	Programming B – Sensing movements Additional unit for Y6 to Y7 transition- Using the Microbit