

The Three Schools Computing Curriculum Map (Lower KS2)

Year 3	Computing systems + networks 1 Network and the Internet (builds on from Year 2 'What is a computer') 1.To understand what a network is and understand our school network NB – opportunity to show Students Share and the class folders where they save work 2.To understand how information moves around a network and begin to recognise real world networks 3.To understand how the Internet works and explain a website's journey 4.To explore the role of routers 5.To understand the role of packets	Data handling Comparison cards databases 1. To understand the terminology around databases 2. To compare paper and computerised databases (Excel) 3. To sort, filter and interpret data (Excel) 4. To represent data in different ways (graphs using Excel) 5. To sort data for a purpose	Computing systems and networks 2 Emailing (builds on from Year 2 'Word processing') 1. To understand what email is used for and to send an email 2. To edit email content and add an attachment 3. To understand the importance of being kind online and what this looks like 4. To understand that cyberbullying involves being unkind online 5. To understand that not all emails are genuine	Programming Scratch (builds on from Year 2 'Scratch Jr') 1. To explore a programming application 2. To use repetition (a loop) in a program 3. To program an animation 4. To program a story 5. To program a game	Creating media Video trailers (builds on from Year 2 'Stop motion – tablet devices') 1. To plan a book trailer 2. To take photos or videos to tell a story 3. To edit a video 4. To add text and transitions to a video 5. To evaluate video editing (possibility for PowerPoint to present and embed the video)
	Year 3 Online Safety (builds on from Year 2) 1. To understand how the internet can be used to share beliefs, opinions and facts	Year 3 Online Safety (Internet Safety Day) 2. To understand the effects that some internet use can have on our feelings and emotional wellbeing	Year 3 Online Safety 3. To understand the ways personal information can be shared on the internet	Year 3 Online Safety 4. To understand the rules for social media platforms	
	Cross-curricular word processing	Cross-curricular word processing / spreadsheets for science data and graphs PowerPoint presentations in history / geography	Cross-curricular word processing / spreadsheets for science data and graphs		

Year 4	Computing systems + networks Collaborative learning (builds on from Year 3 'Emailing') 1. To understand that software can be used to work online collaboratively 2. To understand how to contribute to someone else's work effectively 3. To understand how to create a digital survey 4. To create and share a Microsoft Form 5. To analyse data (Excel, Autosum and averages)	Data handling Investigating weather (builds on from Year 3 'Comparison cards databases') 1. To log data taken from online sources within a spreadsheet (Excel, including sorting data) 2. To design a weather station 3. To design an automated machine to respond to sensor data (digital drawing tool, building on from Year 1/2) 4. To design an automated machine to respond to sensor data (Excel) 5. To use tablets or digital cameras to present a weather forecast	Creating media Website design (builds on from Autumn 'Collaborative learning') 1. To explore the features of Microsoft Sway / Google Sites (depending on whether Google or Microsoft was used in Autumn) to learn how to create content for a web page 2. To plan content for a web page as a collaborative online piece of work 3. To create an engaging web page 4. To plan and create a website 5. To create a website and evaluate its success	Programming 1 Further coding with Scratch (builds on from Year 3 'Scratch') 1. To recall the key features of Scratch 2. To understand how a Scratch game works by using decomposition to identify key features 3. To understand what a variable is and how to make one 4. To understand how to make a variable in Scratch 5. To use knowledge of how variables work to create a quiz	Skills showcase HTML (builds on from 'Website design') 1. To understand and identify examples of HTML tags 2. To change HTML code for a specific purpose 3. To change the HTML and CSS to alter the appearance of an object on the web 4. To understand and explore more complex components of a web page 5. To alter key elements on a webpage including text and images
	Year 4 Online Safety (builds on from Year 3) 1. To describe how to search for information within a wide group of technologies and make a judgement about the probable accuracy	Year 4 Online Safety 2. To describe some of the methods used to encourage people to buy things online	Year 4 Online Safety (Internet Safety Day) 3. To explain why lots of people sharing the same opinions or beliefs online do not make those opinions or beliefs true	Year 4 Online Safety 4. To explain that technology can be designed to act like or impersonate living things	Year 4 Online Safety 5. To explain how technology can be a distraction and identify when I might need to limit the amount of time spent using technology
	Cross-curricular word processing / spreadsheets for science data and graphs	Cross-curricular word processing / spreadsheets for science data and graphs / spreadsheets to present and sort geography data PowerPoint presentations in history / geography	Cross-curricular word processing / spreadsheets for science data and graphs / spreadsheets to present and sort geography data PowerPoint presentations in history / geography	Cross-curricular word processing / spreadsheets for science data and graphs / spreadsheets to present and sort geography data PowerPoint presentations in history / geography	