

The Three Schools Computing Curriculum Map (Upper KS2)

Year 5	Computing systems + networks Search engines (builds on from Year 4 'Collaborative learning') 1. To understand what a search engine is and how to use it 2. To be aware that not everything online is true 3. To search effectively 4. To create an informative poster (Sketchpad building on from Year 1/2 and Year 4, or could use Publisher) 5. To understand how search engines work	Data handling Mars Rover 1 (builds on from Year 4 'Investigating weather') 1. To identify how and why data is collected from space 2. To read and calculate numbers using binary code 3. To identify the computer architecture of the Mars Rovers 4. To use simple operations to calculate bit patterns 5. To represent binary as text	Programming Music (builds on from Year 4 'Further coding with Scratch') 1. To tinker with a new piece of software 2. To create a program that plays themed music 3. To plan a soundtrack program 4. To program a soundtrack 5. To program music for a specific purpose	Creating media Stop motion animation (tablets) (builds on from Year 2 'Stop motion' and Year 4 'Website design') 1. To understand what animation is 2. To understand what stop motion animation is 3. To plan my stop motion video, thinking about the characters I want to use 4. To create a stop motion animation 5. To edit and assess my stop motion animation
	Year 5 Online Safety (builds on from Year 4) 1. To understand how apps can access our personal information and how to alter the permissions	Year 5 Online Safety 2. To be aware of the positive and negative aspects of online communication	Year 5 Online Safety (Internet Safety Day) 3. To understand how online information can be used to form judgements 4. To discover ways to overcome bullying	Year 5 Online Safety 5. To understand how technology can affect health and wellbeing
	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	Cross-curricular word processing / spreadsheets for science data and graphs / spreadsheets to present and sort geography data PowerPoint presentations in history / geography

Year 6	Computing systems + networks Bletchley Park (builds on from Year 5 'Search engines') 1. To understand that there are lots of different types of secret codes 2. To understand the importance of having a secure password 3. To understand the importance of Bletchley Park to the World War II war effort (link back to Year 5 history) 4. To understand about some of the historical figures that contributed to technological advances in computing (PowerPoint) 5. To research and present information about historical figures in computing	Data handling Big Data 1 (builds on from Year 5 'Mars Rover 1') 1. To identify how barcodes and QR codes work 2. To explore how infrared waves transmit data 3. To recognise the uses of RFID 4. To input and analyse real-world data 5. To analyse and evaluate data	Programming Intro to Python 1. To tinker with a new piece of software 2. To understand nested loops 3. To understand basic Python commands 4. To use loops when programming 5. To understand the use of random numbers	Creating media History of computers (builds on from Year 5 'Stop motion – tablets') 1. To tinker with sound 2. To record, edit and add sound effects to a radio play 3. To understand how computers have changed and the impact this has had on the modern world 4. To research one of the computers that changed the world and present information about it to the class (PowerPoint) 5. To design a computer of the future
	Year 6 Online Safety (builds on from Year 5) 1. To describe issues online that give us negative feelings and know ways to get help	Year 6 Online Safety 2. To think about the impact and consequences of sharing online	Year 6 Online Safety (Internet Safety Day) 3. To know how to create a positive online reputation 4. To be able to describe how to capture bullying content as evidence	Year 6 Online Safety 5. To manage personal passwords effectively 6. To be aware of strategies to help be protected online
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