

Becoming a Computer Scientist

Esh Winning Long Term Map for Computing

Year Group	Autumn	Spring	Summer
N	Knows how to operate simple equipment, e.g. turns on the CD player and uses a remote control. Shows an interest in technological toys with knobs and pulleys, or real objects such as cameras or mobile phones.	Shows skill in making toys work by pressing parts or lifting flaps to achieve sound effects, such as sound, movements or new images. Knows that information can be retrieved from computer.	Complete a simple program on a computer. Uses hardware to interact with age-appropriate computer software.
Rec	Children recognise that a range of technology is used in places such as homes and schools.	They select and use technology for particular purposes. Children can find out about and use a range of everyday technology.	Children can select appropriate applications that support and identify need, for example in deciding how best to make a record of a special event in their lives, such as a journey on a stream train.
1	Computing systems and networks-Technology around us Creating media-digital painting.	Programming A-moving a robot Data and information-grouping data	Creating media-digital writing Programming B-animations
2	Computing systems and networks-IT around us Creating media-digital photography	Programming A-robot algorithms Data and information-Pictograms	Creating media-digital music Programming B-programming quizzes
3	Computing systems and networks-connecting computers Creating media-stop-frame animation	Programming a-sequencing sounds Data and information-branching databases	Creating media-desktop publishing Programming b-events and actions in programs
4	Computing systems and networks-The Internet Creating media-Audio production	Programming A-repetition in shapes Data and information-data logging	Creating media-photo editing Programming B-repetition in games

5	Computing systems and networks—systems and searching Creating media-video production.	Programming a-selection in physical computing Data and information-flat-file databases	Creating media-introduction to vector graphics Programming b-selection in quizzes
6	Computing systems and networks-communication and collaboration Creating media-webpage creation	Programming a-variables in games Data and information-spreadsheets	Creating media 3d modelling Programming b –sensing movement

