

## Curriculum Map

This table outlines the main activities for each half term. These curriculum modules run alongside an inclusive curriculum where broader computing skills are used.

KSI	Term 1	Term 2	Term 3
Rec	Start up and close down	Mouse control Drag and drop (continuous throughout the rest of the year)	Keyboard skills
Year 1	Coding 1A: On the move	1.3 We are painters	1.5 We are Storytellers
	Coding 1B: Simple Inputs	1.4 We are collectors	1.6 We are celebrating
Year 2	Coding 2A: Different sorts of input	2.3 We are photographers	2.5 We are detectives
	Coding 2B: Buttons and instructions	2.4 We are researchers	2.6 We are zoologists

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KS2	Term 1	Term 2	Term 3
Year 3	Coding 3A: Sequence and animation	3.3 We are presenters	3.5 We are communicators
	Coding 3B: Conditional events (selection)	3.4 We are network engineers	3.6 We are opinion pollsters
Year 4	Coding 4A: Introduction to variables	4.3 We are musicians	4.5 We are co-authors
	Coding 4B: Repetition and Loops	4.4 We are HTML editors	4.6 We are meteorologists
Year 5	Coding 5A: Speed, directions and co-ordinates	5.3 We are artists	5.5 We are bloggers
	Coding 5B: Random numbers and Simulation	5.4 We are web developers	5.6 We are architects
Year 6	Coding 6A: More complex variables	6.3 We are project managers	6.5 We are app developers
	Coding 6B: Object properties	6.4 We are interface designers	6.6 We are marketers