

St Elizabeth's Catholic Primary School Computing Curriculum Map 2025 2026

Year Group	Information Technology			Computer Science		Digital Literacy		
EYFS	In Early Years Foundation Stage children are provided with broad, play based experience of Computing in different contexts. The learning environment includes ICT scenarios based on experience in the real world, such as role-play. Children gain confidence, control and language skills through opportunities to ‘paint’ and play learning games on the interactive board and control remotely operated toys, enabling them to use technology purposefully and productively. Children develop communication skills through using simple recording devices and children’s outdoor learning and exploration is supported by ICT toys such as walkie-talkie sets. Children are encouraged to ask questions and explore how things work. Children become familiar with equipment through, for example, watching video clips and listening to music. In digital literacy children learn how to be safe in a digital world using the ‘2BSafe’ Program. Children also take part in Safer Internet day. Children gain knowledge of how to use devices such as Bee Bots that are more widely used in KS1, reducing cognitive load when they come to use them to solve more complex problems.							
Year 1 (36 Lessons)	Introduction to Purple Mash (3 lesson)	Creative Computing (4 lessons)	Data Explorers (6 lessons)	Creating and Following Instructions (3 lessons)	Animated Stories (6 lessons)	Coding (6 lessons)	Technology Around Us (4 lessons)	Making Beats (4 lessons)
Year 2 (36 Lessons)	Route Explorers (4 lessons)	The Internet (4 lessons)	Creating Pictures (5 lessons)	Spreadsheets (6 lessons)	Questioning (4 lessons)	Coding (6 lessons)	Presenting Ideas (4 lessons)	Making Music (3 lessons)
Year 3 (36 Lessons)	Email (6 lessons)	Route Planners (5 lessons)	Branching Databases (4 lessons)	Spreadsheets (6 lessons)	Coding (6 lessons)	Presentations (5 lessons)	Touch Typing (4 lessons)	
Year 4 (36 Lessons)	Unpacking Hardware & Software (4 lessons)	Logo (4 lessons)	Effective Searching (4 lessons)	Sound Stories (4 lessons)	Introduction to AI (4 lessons)	Coding (6 lessons)	Animation (6 lessons)	Composing Beats (4 lessons)

Year 5 (36 Lessons)	Quizzing (5 lessons)	Databases (4 lessons)	Game Creator (5 lessons)	Spreadsheets (6 lessons)	Coding (6 lessons)	Word Processing (6 lessons)	Concept Maps (4 lessons)	
Year 6 (36 Lessons)	Networks (4 lessons)	Graphing (4 lessons)	Microbits (Additional Unit) (4 lessons) In place of Blogging	Data Detectives (4 lessons)	Coding (7 lessons)	Introduction to Python (4 lessons)	Spreadsheets (Microsoft, Apple, Google) (6 lessons)	3D Modelling (4 lessons)
Online Safety - Delivered throughout the year using 2BeSafe - Being Safe in a Digital World								