

- Curriculum Provision Mapping –

COMPUTING

Year Group/Term		Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
KS1	YEAR 1	<i>Handling Data</i>		<i>e-safety</i>	<i>Multimedia</i>	<i>Programming</i>	
		<i>Technology in our Lives</i>					
	YEAR 2	<i>Multimedia</i>		<i>e-safety</i>	<i>Programming</i>	<i>Handling Data</i>	
		<i>Technology in our Lives</i>					
KS2 Lower	YEAR 3	<i>Programming</i>		<i>e-safety</i>	<i>Handling Data</i>	<i>Multimedia</i>	
		<i>Technology in our Lives</i>					
	YEAR 4	<i>Handling Data</i>		<i>e-safety</i>	<i>Multimedia</i>	<i>Programming</i>	
		<i>Technology in our Lives</i>					
KS2 Upper	YEAR 5	<i>Programming</i>		<i>e-safety</i>	<i>Handling Data</i>	<i>Multimedia</i>	
		<i>Technology in our Lives</i>					
	YEAR 6	<i>Handling Data</i>		<i>e-safety</i>	<i>Multimedia</i>	<i>Programming</i>	
		<i>Technology in our Lives</i>					

The Computing curriculum is organised into 5 topics including handling data, multimedia, programming, Technology in our Lives and e-safety. Teachers are advised to use the curriculum guidance to plan their lesson and make cross curricular links suggested where possible.

E-safety should be visited within the first few weeks and children made aware of using the computing suite and technology safely inside and outside of school and agree to the schools Acceptable User Policy. This will also be revisited in the spring term as part of Safer Internet Day.