Elkesley Primary and Nursery School Curriculum Map: Computing

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Little Acorns: Cycle A	Unit 2: We can take turns Unit 5: We can drive	Unit 1: We have confidence Unit 6:We are DJs	Unit 3: We are successful Unit 4: We have feelings	Unit 16: We can count Unit 18: We are shaoe-makers	Unit 7: We can exercise Unit 8: We are healthy	Unit 9: We can listen Unit 22: We are creative
Little Acorns: Cycle B	Unit 10: We can understand instructions Unit 17: We are designers	Unit 11: We can understand messages Unit 23: We can record soundtracks	Unit 19: We are community members Unit 20: We can observe	Unit 21: We are games players Unit 13:We are digital readers	Unit 12: We are talkers Unit 24:We are film producers	Unit 14: We can email Unit 15:We can blog
Oak: Cycle A	E-safety: Using the internetsafely. Be Internet Legends! Natterhub.	Unit 1.6 Creating digital Content	Unit 2.3 Photography	Unit 1.2 Film	Unit 1.1 Using Programmable Toys	Unit 2.1 Programming On Screen
Oak: Cycle B		Unit 1.3 Illustrate an eBook.	Unit 1.4 Find images using the web	Unit 2.4 Researching a topic	Unit 2.5 Collecting Clues	Unit 2.6 Collecting data
Chestnut: Cycle A		Unit 4.5 Produce a wiki	Unit 3.1 Program an animation	Unit 3.2 Find and correct bugs in a programme	Unit 3.6 Collect and interpret data	Unit 3.3 Film a performance
Chestnut: Cycle B		Unit 4.4. Write and edit html	Unit 4.1 Develop an educational Game	Unit 4.2 Prototype an interactive toy	Unit 4.6 Meteorology	Unit 3.4 Create a vlog
Sycamore: Cycle A		Unit 5.1 Develop an interactive game	Unit 5.2 Cryptography	Unit 5.3 Digital art using geometry	Unit 5.4 Website creation	Unit 5.5 Create a blog
Sycamore: Cycle B		Unit 6.1 Plan a mobile app	Unit 6.2 Manage a project	Unit 6.3 Conduct market research	Unit 6.4 Design an Interface	Unit 6.5 Develop a Mobile app