



Devon Moors Federation Whole School Curriculum Map
Two Year Rolling Cycle Version

Key Stage 1 Curriculum Map

Year A	AUTUMN TERM		SPRING TERM		SUMMER TERM	
Computing (Teach computing)	1. Computing systems and networks – Technology around us – From Year 1 - Lesson 1 Technology in our classroom - Lesson 2 Using technology - Lesson 3 Developing mouse skills - Lesson 4 Using a computer keyboard - Lesson 5 Developing keyboard skills - Lesson 6 Using a computer responsibly	1. Computing systems and networks – IT around us – from Year 2 - Lesson 1 What is IT? - Lesson 2 IT in school - Lesson 3 IT in the world - Lesson 4 The benefits of IT - Lesson 5 Using IT safely - Lesson 6 Using IT in different ways	2. Creating media – Digital painting – From year 1 - Lesson 1 How can we paint using computers? - Lesson 2 Using shapes and lines - Lesson 3 Making careful choices - Lesson 4 Why did I choose that? - Lesson 5 Painting all by myself - Lesson 6 Comparing computer art and painting	2. Creating media – Digital photography – From Year 2 - Lesson 1 Taking Photographs - Lesson 2 Landscape or portrait? - Lesson 3 What makes a good photograph? - Lesson 4 Lighting - Lesson 5 Effects - Lesson 6 Is it real?	3. Programming A – Moving a robot – From Year 1 - Lesson 1 Buttons - Lesson 2 Directions - Lesson 3 Forwards and backwards - Lesson 4 Four directions - Lesson 5 Getting there - Lesson 6 Routes	3. Programming A – Robot algorithms – From Year 2 - Lesson 1 Giving instructions - Lesson 2 Same but different - Lesson 3 Making predictions - Lesson 4 Mats and routes - Lesson 5 Algorithm design - Lesson 6 Debugging
Online Safety (Be Internet Legend)	Unit 01: Think before you share – Activity 1,	Unit 02: Check it's for real – Activity 1,	Unit 03: Protect Your Stuff – Activity 1,	Unit 04: Respect Each Other – Activity 1,	Unit 05: When In Doubt, Discuss – Activity 1	
Year B	AUTUMN TERM		SPRING TERM		SUMMER TERM	
Computing (Teach computing)	4. Data and information – Grouping data – From Year 1 - Lesson 1 Label and match - Lesson 2 Group and count - Lesson 3 Describe an object - Lesson 4 Making different groups - Lesson 5 Comparing groups - Lesson 6 Answering questions	4. Data and information – Pictograms – From Year 2 - Lesson 1 Counting and comparing - Lesson 2 Enter the data - Lesson 3 Creating pictograms - Lesson 4 What is an attribute? - Lesson 5 Comparing people - Lesson 6 Presenting information	5. Creating media – Digital writing (from Year 1) - Lesson 1 Exploring the keyboard - Lesson 2 Adding and removing text - Lesson 3 Exploring the toolbar - Lesson 4 Making changes to text - Lesson 5 Explaining my choices - Lesson 6 Pencil or keyboard	5. Creating media - Digital music (from year 2) - Lesson 1 How music makes us feel - Lesson 2 Rhythms and patterns - Lesson 3 How music can be used - Lesson 4 Notes and tempo - Lesson 5 Creating digital music	6. Programming B - Programming animations From Year 1 - Lesson 1 Comparing tools Lesson 2 Joining blocks Lesson 3 Make a change Lesson 4 Adding sprites Lesson 5 Project design Lesson 6 Following my design	6. Programming B - Programming quizzes From Year 2 - Lesson 1 ScratchJr recap - Lesson 2 Outcomes - Lesson 3 Using a design - Lesson 4 Changing a design - Lesson 5 Designing and creating a program - Lesson 6 Evaluating



Devon Moors Federation Whole School Curriculum Map
Two Year Rolling Cycle Version

				- Lesson 6 Reviewing and editing music	
Online Safety (Be Internet Legend)	Unit 01: Think before you share – Activity 2,	Unit 02: Check it's for real – Activity 2,	Unit 03: Protect Your Stuff – Activity 2	Unit 04: Respect Each Other – Activity 2	Unit 05: When In Doubt, Discuss – Activity 2

Lower Key Stage 2 Curriculum Map

Year A	AUTUMN TERM		SPRING TERM		SUMMER TERM	
Computing	1. Computing systems and networks – Connecting computers (from Year 3) - Lesson 1 How does a digital device work? - Lesson 2 What parts make up a digital device? - Lesson 3 How do digital devices help us? - Lesson 4 How am I connected? - Lesson 5 How are computers connected? - Lesson 6 What does our school network look like?	1. Computing systems and networks – The Internet (From Year 4) - Lesson 1 Connecting networks - Lesson 2 What is the internet made of? - Lesson 3 Sharing information - Lesson 4 What is a website? - Lesson 5 Who owns the web? - Lesson 6 Can I believe what I read?	2. Creating media - Stop-frame animation (from Year 3) - Lesson 1 Can a picture move? - Lesson 2 Frame by frame - Lesson 3 What's the story? - Lesson 4 Picture perfect - Lesson 5 Evaluate and make it great - Lesson 6 Lights, camera, action!	2. Creating media - Audio production (from Year 4) - Lesson 1 Digital recording - Lesson 2 Recording sounds - Lesson 3 Creating a podcast - Lesson 4 Editing digital recordings - Lesson 5 Combining audio - Lesson 6 Evaluating podcasts	3. Programming A - Sequencing sounds (From Year 3) - Lesson 1 Introduction to Scratch - Lesson 2 Programming sprites - Lesson 3 Sequences - Lesson 4 Ordering commands - Lesson 5 Looking good - Lesson 6 Making an instrument	3. Programming A – Selection in physical computing (From Year 4) - Lesson 1 Programming a screen turtle - Lesson 2 Programming letters - Lesson 3 Patterns and repeats - Lesson 4 Using loops to create shapes - Lesson 5 Breaking things down - Lesson 6 Creating a program



Devon Moors Federation Whole School Curriculum Map
Two Year Rolling Cycle Version

Online Safety (Be Internet Legend)	Unit 01: Think before you share – Activity 3,	Unit 02: Check it's for real – Activity 3,	Unit 03: Protect Your Stuff – Activity 3,	Unit 04: Respect Each Other – Activity 3,	Unit 05: When In Doubt, Discuss – Activity 3,	Digital Well-being: Lesson 1
Year B	AUTUMN TERM		SPRING TERM		SUMMER TERM	
Computing	4. Data and information – Branching databases (from Year 3) - Lesson 1 Yes or no questions - Lesson 2 Making groups - Lesson 3 Creating a branching database - Lesson 4 Structuring a branching database - Lesson 5 Using a branching database - Lesson 6 Two ways of presenting information	4. Data and information – Data logging (from Year 4) - Lesson 1 Answering questions - Lesson 2 Data collection - Lesson 3 Logging data - Lesson 4 Analysing data - Lesson 5 Data for answers - Lesson 6 Answering my question	5. Creating media – Desktop publishing (From year 3) - Lesson 1 Words and pictures - Lesson 2 Can you edit it? - Lesson 3 Great template! - Lesson 4 Can you add content? - Lesson 5 Lay it out - Lesson 6 Why desktop publishing?	5. Creating media – Photo editing (from Year 4) - Lesson 1 Changing digital images - Lesson 2 Changing the composition of images - Lesson 3 Changing images for different uses - Lesson 4 Retouching images - Lesson 5 Fake images - Lesson 6 Making and evaluating a publication	6. Programming B - Events and actions in programs (from Year 3) - Lesson 1 Moving a sprite - Lesson 2 Maze movement - Lesson 3 Drawing lines - Lesson 4 Adding features - Lesson 5 Debugging movement - Lesson 6 Making a project	6. Programming B – Repetition in games (from Year 4) - Lesson 1 Using loops to create shapes - Lesson 2 Different loops - Lesson 3 Animate your name - Lesson 4 Modifying a game - Lesson 5 Designing a game - Lesson 6 Creating our games
Online Safety (Be Internet Legend)	Unit 01: Think before you share – Activity 4,	Unit 02: Check it's for real – Activity 4,	Unit 03: Protect Your Stuff – Activity 4,	Unit 04: Respect Each Other – Activity 4,	Unit 05: When In Doubt, Discuss – Activity 4,	Digital Well-being: Lesson 2

Upper Key Stage 2 Curriculum Map

Year A	AUTUMN TERM		SPRING TERM		SUMMER TERM	
Computing	1. Computing systems and networks - Systems and searching (from Year 5)	1. Computing systems and networks - Communication and	2. Creating media - Video production (from Year 5)	2. Creating media – Web page creation (from Year 6)	3. Programming A – Selection in physical computing (from Year 5)	3. Programming A – Variables in games – (From Year 6)



Devon Moors Federation Whole School Curriculum Map
Two Year Rolling Cycle Version

	<ul style="list-style-type: none"> - Lesson 1 Systems - Lesson 2 Computer systems and us - Lesson 3 Searching the web - Lesson 4 Selecting search results - Lesson 5 How search results are ranked - Lesson 6 How are searches influenced 	collaboration (from Year 6) <ul style="list-style-type: none"> - Lesson 1 Internet addresses - Lesson 2 Data packets - Lesson 3 Working together - Lesson 4 Shared working - Lesson 5 How we communicate - Lesson 6 Communicating responsibly 	<ul style="list-style-type: none"> - Lesson 1 What is video? - Lesson 2 Filming techniques - Lesson 3 Using a storyboard - Lesson 4 Planning a video - Lesson 5 Importing and editing video - Lesson 6 Video evaluation 	<ul style="list-style-type: none"> - Lesson 1 What makes a good website? - Lesson 2 How would you layout your web page? - Lesson 3 Copyright or CopyWRONG? - Lesson 4 How does it look? - Lesson 5 Follow the breadcrumbs - Lesson 6 Think before you link! 	<ul style="list-style-type: none"> - Lesson 1 Connecting Crumbles - Lesson 2 Combining output components - Lesson 3 Controlling with conditions - Lesson 4 Starting with selection - Lesson 5 Drawing designs - Lesson 6 Writing and testing algorithms 	<ul style="list-style-type: none"> - Lesson 1 Introducing variables - Lesson 2 Variables in programming - Lesson 3 Improving a game - Lesson 4 Designing a game - Lesson 5 Design to code - Lesson 6 Improving and sharing
Online Safety (Be Internet Legend)	Unit 01: Think before you share – Activity 5,	Unit 02: Check it's for real – Activity 5,	Unit 03: Protect Your Stuff – Activity 5,	Unit 04: Respect Each Other – Activity 5,	Unit 05: When In Doubt, Discuss – Activity 5,	Digital Well-being: Lesson 3
Year B	AUTUMN TERM		SPRING TERM		SUMMER TERM	
Computing	4. Data and information – Flat-file databases (from Year 5) <ul style="list-style-type: none"> - Lesson 1 Creating a paper-based database - Lesson 2 Computer databases - Lesson 3 Using a database - Lesson 4 Using search tools - Lesson 5 Comparing data visually 	4. Data and information - Introduction to Spreadsheets (from Year 6) <ul style="list-style-type: none"> - Lesson 1 Collecting Data - Lesson 2 Formatting a spreadsheet - Lesson 3 What's the formula? - Lesson 4 Calculate and duplicate - Lesson 5 Event planning - Lesson 6 Presenting data 	5. Creating media – Introduction to vector graphics (from Year 5) <ul style="list-style-type: none"> - Lesson 1 The drawing tools - Lesson 2 Creating images - Lesson 3 Making effective drawings - Lesson 4 Layers and objects 	5. Creating media – 3D Modelling (from Year 6) <ul style="list-style-type: none"> - Lesson 1 Introduction to 3D modelling - Lesson 2 Modifying 3D objects - Lesson 3 Make your own name badge - Lesson 4 Making a desk tidy - Lesson 5 Planning a 3D model 	6. Programming B – Selection in quizzes (from Year 5) <ul style="list-style-type: none"> - Lesson 1 Exploring conditions - Lesson 2 Selecting outcomes - Lesson 3 Asking questions - Lesson 4 Planning a quiz - Lesson 5 Testing a quiz - Lesson 6 Evaluating a quiz 	6. Programming B - Sensing movement (from Year 6) <ul style="list-style-type: none"> - Lesson 1 The micro:bit - Lesson 2 Go with the flow - Lesson 3 Sensing inputs - Lesson 4 Finding your way - Lesson 5 Designing a step counter - Lesson 6 Making a step counter



Devon Moors Federation Whole School Curriculum Map
Two Year Rolling Cycle Version

	- Lesson 6 Databases in real life		<ul style="list-style-type: none"> - Lesson 5 Manipulating objects - Lesson 6 Create a vector drawing 	<ul style="list-style-type: none"> - Lesson 6 Make your own 3D model 		
Online Safety (Be Internet Legend)	Unit 01: Think before you share – Activity 6,	Unit 02: Check it's for real – Activity 6,	Unit 03: Protect Your Stuff – Activity 6,	Unit 04: Respect Each Other – Activity 6,	Unit 05: When In Doubt, Discuss – Activity 6,	Digital Well-being: Lesson 4