

# Computing Curriculum Map

	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Module 1	<a href="#">Technology around us</a>	<a href="#">IT around us</a>	<a href="#">Connecting computers &amp; communicating</a>	<a href="#">The internet</a>	<a href="#">Sharing information</a>	<a href="#">Communication</a>
Module 2	<a href="#">Digital writing</a>	<a href="#">Digital photography</a>	<a href="#">Animations</a>	<a href="#">Audio editing</a>	<a href="#">Vector drawing</a>	<a href="#">3D modelling</a>
Module 3	<a href="#">Digital painting</a>	<a href="#">Making music</a>	<a href="#">Desktop publishing</a>	<a href="#">Photo editing</a>	<a href="#">Video editing</a>	<a href="#">Web pages - non fiction writing outcome re WW2</a>
Module 4	<a href="#">Grouping data</a>	<a href="#">Pictograms</a>	<a href="#">Branching databases</a>	<a href="#">Data logging</a>	<a href="#">Databases</a>	<a href="#">Spreadsheets</a>
Module 5	<a href="#">Moving robots</a>	<a href="#">Robot Algorithms</a>	<a href="#">Sequences</a>	<a href="#">Repetition</a>	<a href="#">Selection in video computing</a>	<a href="#">Variables</a>
Module 6	<a href="#">Animation</a>	<a href="#">Quizzes</a>	<a href="#">Events and actions</a>	<a href="#">Repetition in games</a>	<a href="#">Selection in video computing</a>	<a href="#">Sensing</a>