KS2 Computing curriculum map

	Autumn 1st	Autumn 2nd	Spring 1st	Spring 2nd	Summer 1st	Summer 2nd
Cycle 1 **2025-2026**	Year 6 – Online safety Learning how to navigate the internet in an informed, safe and respectful way.	Year 6 – Computing systems and networks – Exploring AI Exploring what AI is and how it generates text, images and code, as well as learning about creating and refining prompts to improve AI responses while also considering the ethical implications of AI and its potential to replace human roles.	Year 6 – Intro into Python To know that there are text-based programming languages such as Logo and Python. To know that nested loops are loops inside of loops. To understand the use of random numbers and remix Python code.			
Cycle 2 **2026-2027**	**Journey inside a computer** Assuming the role of computer parts and creating paper versions of computers to consolidate understanding of how a computer works.	**Scratch** Identify Scratch as a coding application and explore its different code blocks. Make predictions about what code blocks will do and test these ideas. Create a simple animation by combining motion, speech and wait blocks.	**Comparison cards databases** Learning about records, fields and data and sorting and filtering data.			
Cycle 3 **2027-2028**	**HTML** Learning about the markup language behind a webpage; becoming familiar with HTML tags, changing HTML and CSS code to alter images and 'remix' a live website.	**Computational thinking** Solving problems effectively using the four areas of abstraction, algorithm design, decomposition and pattern recognition.	Google: Creating media: Website design Use most of the tabs (e.g. insert, pages, themes) on Google Sites on their website. Create a clear plan for their web page and begin to create it. Create a professional looking web page with useful information and a clear style, which is easy for the user to read and find information from.			
Cycle 4 **2028-2029**	Stop-motion animation – Option 1: Stop Motion Studio Create a toy with simple images and a single movement. Create a short stop motion with small changes between images.	**Programming music** Building-on programming and music skills to create different sounds, beats and melodies which are put to the test with a Battle of the Bands performance!	**Mars Rover 1** Learning about the Mars Rover, exploring how and why it transfers data including instructions, and how messages can be sent using binary code.			

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	Think of a simple story idea for their animation and then decompose it into smaller parts to create a storyboard with simple characters.			