

**Systems** 

and

searching/

**Video** 

**Production** 

UKS2

Introductio

n to vector

graphics/

**Selection in** 

quizzes

Communicatio

n and collaboration/

Webpage creation

Variables in

games/

Introduction

spreadsheets

**3D** 

modelling/

Sensing

movement

Selection in

physical

computing/

Flat file

databases

## **Computing Curriculum Map**

Repetition

in shape/

**Dataloggin** 

**Photo** 

editing/

Repetition

in games

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