

# Harbinger Curriculum Map - Computing



**Computer Science**  
Sensing



**Information Technology**  
3-D Modelling



**Computer Science**  
Variables



**Information Technology**  
Spreadsheets



**Information Technology**  
Web Creation



**Information Technology**  
Dragon's Den Presentation



**Digital Literacy**  
Communication and Collaboration



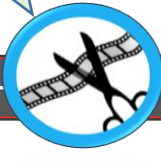
**Information Technology**  
Flat-file Databases



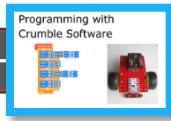
**Digital Literacy**  
Systems and Searching



**Information Technology**  
Video Editing



**Computer Science**  
Physical Computing (Crumble)



**Computer Science**  
Selection in Quizzes



**Information Technology**  
Vector drawings



In Years 5 and 6, Children will learn about...



**Information Technology**  
Data-loggers

**Information Technology**  
Audio Editing for Podcasts (Link to Science and Literacy)



**Computer Science**  
Repetition in Games



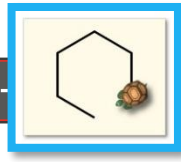
**Digital Literacy**  
HSBC Project – Anyone Can Code



**Information Technology**  
Photo Editing (Link to History)



**Computer Science**  
Repetition in Shapes



**Digital Literacy**  
The Internet



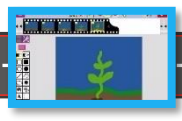
**Digital Literacy**  
Connecting Computers



**Computer Science**  
Sequencing Sounds



**Information Technology**  
Animation



**Computer Science**  
Events and Actions



**Information Technology**  
Desktop Publishing



**Information Technology**  
Branching Databases (Link to Geography)



In Years 3 and 4, Children will learn about...

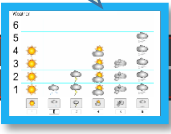
**Computer Science**  
Programming with Scratch Jnr



**Information Technology**  
Digital Photography



**Information Technology**  
Pictograms



**Information Technology**  
Making Music



**Computer Science**  
Robot Algorithms



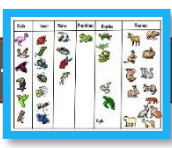
**Digital Literacy**  
Technology Around Us (Introduction to Chromebooks)



**Computer Science**  
Moving Robots



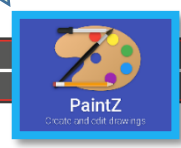
**Information Technology**  
Grouping Data (linked to Science)



**Information Technology**  
Digital Writing (linked to topic)



**Information Technology**  
Digital Painting (linked to Art)



**Programming**  
Animated Stories



**Digital Literacy**  
Technology Around Us

In Years 1 and 2, Children will learn about...

Cross-curricular with strong links to communication and language, mathematics & physical development

Unplugged activities to develop problem-solving

**Programming**  
Programming toys



Explore software, apps and devices



In the Early Years, Children will learn about...