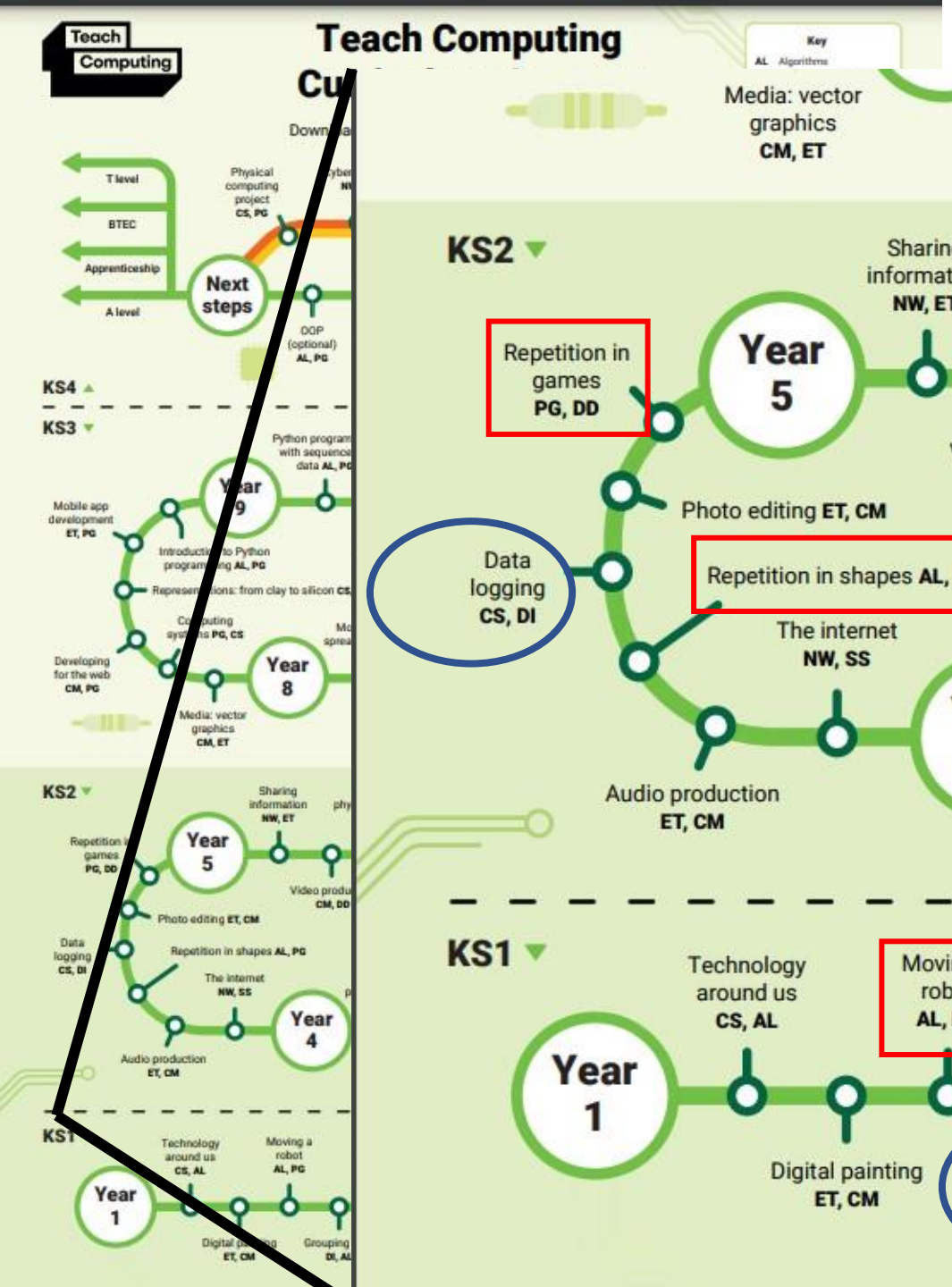

Teach Computing Curriculum

Key
AL Algorithms

Media: vector graphics **CM, ET**

Programming essentials: part II **AL, PG**

Using media: gaining support for a cause **IT, ET**

Collaborating online respectfully **ET, SS**

3D modelling **ET, CM**

KS2

Sharing information **NW, ET**

Selection in physical computing **PG, CS**

Vector drawing **ET, CM**

Internet communication **NW, ET**

Variables in games **PG, DD**

Introduction to spreadsheets **ET, DI**

Repetition in games **PG, DD**

Year 5

Video production **CM, DD**

Flat-file databases **DI, ET**

Selection in quizzes **AL, PG**

Year 6

Webpage creation **CM, DD**

Photo editing **ET, CM**

Data logging **CS, DI**

Repetition in shapes **AL, PG**

The internet **NW, SS**

Events and actions in programs **PG, DD**

Branching databases **DI, ET**

Stop-frame animation **ET, CM**

Audio production **ET, CM**

Year 4

Desktop publishing **ET, CM**

Sequencing sounds **PG, DD**

Connecting computers **NW, CS**

Year 3

Programming quizzes **PG, DD**

Making music **CM, DD**

KS1

Technology around us **CS, AL**

Moving a robot **AL, PG**

Digital writing **ET, CM**

Information technology around us **NW, CS**

Robot algorithms **AL, PG**

Year 1

Digital painting **ET, CM**

Grouping data **DI, AL**

Programming animations **PG, DD**

Year 2

Digital photography **ET, CM**

Pictograms **DI, ET**

National Centre for Computing Education

Raspberry Pi Foundation