

## NCCE Teaching Computing Curriculum Map

<https://teachcomputing.org/curriculum/>

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1	<b>COMPUTING SYSTEMS AND NETWORKS</b>  Technology around us Online Safety	<b>CREATING MEDIA</b>  Digital Painting	<b>PROGRAMMING A</b>  Moving a robot	<b>DATA AND INFORMATION</b>  Grouping data Online Safety	<b>CREATING MEDIA</b>  Digital writing Online Safety	<b>PROGRAMMING B</b>  Introduction to animation
Year 2	<b>COMPUTING SYSTEMS AND NETWORKS</b>  Information technology around us Online safety	<b>CREATING MEDIA</b>  Digital photography	<b>PROGRAMMING A</b>  Robot algorithms	<b>DATA AND INFORMATION</b>  Pictograms Online safety	<b>CREATING MEDIA</b>  Making music Online safety	<b>PROGRAMMING B</b>  Introduction to quizzes
Year 3	<b>COMPUTING SYSTEMS AND NETWORKS</b>  Connecting Computers	<b>CREATING MEDIA</b>  Stop frame animation Online safety	<b>PROGRAMMING A</b>  Sequence in music	<b>DATA AND INFORMATION</b>  Branching databases	<b>CREATING MEDIA</b>  Desktop publishing Online safety	<b>PROGRAMMING B</b>  Events and actions
Year 4	<b>COMPUTING SYSTEMS AND NETWORKS</b>  The internet	<b>CREATING MEDIA</b>  Audio editing Online safety	<b>PROGRAMMING A</b>  Repetition in shapes	<b>DATA AND INFORMATION</b>  Data logging	<b>CREATING MEDIA</b>  Photo editing Online safety	<b>PROGRAMMING B</b>  Repetition in games
Year 5	<b>COMPUTING SYSTEMS AND NETWORKS</b>  Sharing information Online safety	<b>CREATING MEDIA</b>  Video editing Online safety	<b>PROGRAMMING A</b>  Selection in physical computing	<b>DATA AND INFORMATION</b>  Flat-file databases	<b>CREATING MEDIA</b>  Vector drawing Online safety	<b>PROGRAMMING B</b>  Selection in quizzes
Year 6	<b>COMPUTING SYSTEMS AND NETWORKS</b>  Communication Online safety	<b>CREATING MEDIA</b>  Web page creation Online safety	<b>PROGRAMMING A</b>  Variables in games	<b>DATA AND INFORMATION</b>  Spreadsheets	<b>CREATING MEDIA</b>  3D modelling Online safety	<b>PROGRAMMING B</b>  Sensing