

NCCE Teaching Computing Curriculum Map

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

NCCE Teaching Computing Curriculum Map										Online Project	Safety Evolve						
https://teachcomputing.org/curriculum/																	
		Year A	Year A	Year A		Year B	Year B	Year B									
KEY STAGE ONE	Ensure that the unit from this row is completed before moving onto the related unit in the row below.	COMPUTING SYSTEMS AND NETWORKS Technology around us Online Safety	CREATING MEDIA Digital Painting	PROGRAMMING A Moving a robot	Ensure that the unit from this row is completed before moving onto the related unit in the row below.	DATA AND INFORMATION Grouping data Online Safety	CREATING MEDIA Digital writing Online Safety	PROGRAMMING B Introduction to animation		Y1 & Y2 Self-Image and Identity [4]	Y1 & Y2 Online Relationships [11]	Y1 & Y2 Online Bullying [4]	Y1 & Y2 Online Reputation [5]	Online Safety Revision			Year A
(YEAR 1 AND 2)		COMPUTING SYSTEMS AND NETWORKS Information technology around us Online safety	CREATING MEDIA Digital photography	PROGRAMMING A Robot algorithms		DATA AND INFORMATION Pictograms Online safety	CREATING MEDIA Making music Online safety	PROGRAMMING B Introduction to quizzes		Y1 & Y2 Managing Online Information [8]	Y1 & Y2 Health, Well-Being and Lifestyle [3]	Y1 & Y2 Privacy and Security [7]	Y1 & Y2 Copyright and Ownership [6]	Online Safety Revision			Year B
LOWER KEY STAGE TWO (YEAR 3 AND 4)	Ensure that the unit from this row is completed before moving onto the related unit in the row below.	COMPUTING SYSTEMS AND NETWORKS Connecting Computers	CREATING MEDIA Stop frame animation Online safety	PROGRAMMING A Sequence in music	Ensure that the unit from this row is completed before moving onto the related unit in the row below.	DATA AND INFORMATION Branching databases	CREATING MEDIA Desktop publishing Online safety	PROGRAMMING B Events and actions		Y3 & Y4 Self-Image and Identity [6]	Y3 & Y4 Online Relationships [9]	Y3 & Y4 Online Reputation [5]	Y3 & Y4 Online Bullying [5]	Y3 & Y4 Privacy and Security [7]	Online Safety Revision		Year A
LOWER KEY STAGE TWO (YEAR 3 AND 4)		COMPUTING SYSTEMS AND NETWORKS The internet	CREATING MEDIA Audio editing Online safety	PROGRAMMING A Repetition in shapes		DATA AND INFORMATION Data logging	CREATING MEDIA Photo editing Online safety	PROGRAMMING B Repetition in games		Y3 & Y4 Managing Online Information [12]	Y3 & Y4 Health, Well-Being and Lifestyle [4]	Y3 & Y4 Copyright and Ownership [3]	Online Safety Revision		Year B		
UPPER KEY STAGE TWO	Ensure that the unit from this row is completed before moving onto the related unit in the row below.	COMPUTING SYSTEMS AND NETWORKS Sharing information	CREATING MEDIA Video editing	PROGRAMMING A Selection in physical computing	Ensure that the unit from this row is completed before moving onto the related unit in the row below.	DATA AND INFORMATION Flat-file databases	CREATING MEDIA Vector drawing	PROGRAMMING B Selection in quizzes		Y5 & 6 Self-Image & Identity [5]	Y5 & 6 Online Relationship [9]	Y5 & 6 Bullying [8]	Y5 & 6 Online Reputation [4]	Online Safety Revision			Year A
(YEAR 5 AND 6)		COMPUTING SYSTEMS AND NETWORKS Communication	CREATING MEDIA Web page creation	PROGRAMMING A Variables in games		DATA AND INFORMATION Spreadsheets	CREATING MEDIA 3D modelling	PROGRAMMING B Sensing		Y5 & 6 Managing Online Information [19]	Y5 & 6 Health, Wellbeing and Lifestyle [8]	Y5 & 6 Privacy and Security [9]	Y5 & 6 Online Security [4]	Online Safety Revision			Year B