Teach Computing Curriculum Map

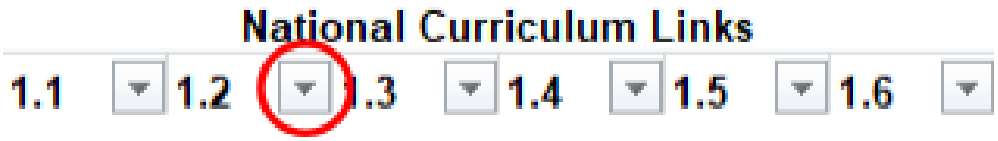
Welcome to the Teach Computing Curriculum Map. This document provides an overview of the units and lessons designed for students aged 5 to 7 (key stage 1). Additional mapping documents are available for teaching students of other ages at **teachcomputing.org/curriculum**.

Use this document to explore the curriculum, how it is structured, and most importantly, how it meets the objectives of the English national curriculum. You can also use this document to discover how the curriculum content connects to other frameworks such as Education for a Connected World and various exam specifications (where relevant).

You can also explore progression within the curriculum materials, as each objective is mapped to one or more of the ten strands within our content taxonomy. For example, if you want to understand how skills and concepts around networks are developed, you can do so by filtering your view to hide all objectives that are not related to networks.

On the next sheet, you'll find details of every unit, lesson, and learning objective, arranged in their suggested teaching order. Every column can be filtered to enable you to focus on what you want.

To filter a column, click the filter control button in the column header and select the desired data from the drop-down menu.



Statement Number	National Curriculum Statement
1.1	understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions
1.2	create and debug simple programs
1.3	use logical reasoning to predict the behaviour of simple programs
1.4	use technology purposefully to create, organise, store, manipulate and retrieve digital content
1.5	recognise common uses of information technology beyond school
1.6	use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.

Teach Computing Taxonomy		
Abbreviation	**Strand**	**Description**
NW	Networks	Understand how networks can be used to retrieve and share information, and how they come with associated risks
CM	Creating Media	Select and create a range of media including text, images, sounds, and video
DI	Data & Information	Understand how data is stored, organised, and used to represent real-world artefacts and scenarios
DD	Design & Deveopment	Understand the activities involved in planning, creating, and evaluating computing artefacts
CS	Computing Systems	Understand what a computer is, and how its constituent parts function together as a whole
IT	Impact of Technology	Understand how individuals, systems, and society as a whole interact with computer systems
AL	Algorithms	Be able to comprehend, design, create, and evaluate algorithms
PG	Programming	Create software to allow computers to solve problems
ET	Effective Use of tools	Use software tools to support computing work
SS	Safety & Security	Understand risks when using technology, and how to protect individuals and systems