

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 5-7 (Key Stage 1). Additional mapping documents are available for other ages at teachcomputing.org/curriculum.

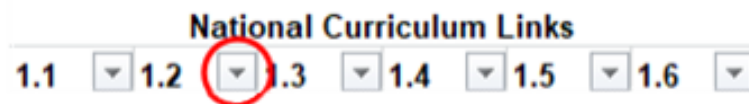
Use this document to explore the curriculum, how it is structured and most importantly how it meets the objectives of the English national curriculum. You can also use this document to discover how the curriculum content connects to other frameworks such as **Education for a connected world** and various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

You are also able to explore progression within the curriculum materials as each objective is mapped to one or more of the 10 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 simply filtering your view to hide all non-network related objectives.

On the next sheet you'll find details of every unit, lesson and learning objective

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
1.1
1.2
1.3
1.4
1.5
1.6



National Curriculum Statement
understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions
create and debug simple programs
use logical reasoning to predict the behaviour of simple programs
use technology purposefully to create, organise, store, manipulate and retrieve digital content
recognise common uses of information technology beyond school
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	
Abbreviation	Strand
NW	Networks
CM	Creating Media
DI	Data & Information
DD	Design & Deveopment
CS	Computing Systems
IT	Impact of Technology
AL	Algorithms
PG	Programming
ET	Effective Use of tools
SS	Safety & Security

Computing Taxonomy
Description
Understand how networks can be used to retrieve and share information and come with associated risks
Select and create a range of media including text, images, sounds and video.
How is data stored, organised and used to represent real world artefacts and scenarios
The activities involved in planning, creating and evaluating computing artefacts
What is a computer, how do it's constituent parts function together as a whole
How individuals, systems and society as a whole interact with computer systems
Being able to comprehend, design, create and evaluate algorithms
Creating software to allow computers to solve problems
Use software tools to support computing work
Understanding risks when using technology and how to protect individuals and systems

Year Group	Suggested Order	Unit Name	Lesson	Learning Objectives
1	1	Computing systems and networks – Technology around us	1	To identify technology
1	1	Computing systems and networks – Technology around us	2	To identify a computer and its main parts
1	1	Computing systems and networks – Technology around us	3	To use a mouse in different ways
1	1	Computing systems and networks – Technology around us	4	To use a keyboard to type on a computer
1	1	Computing systems and networks – Technology around us	5	To use the keyboard to edit text
1	1	Computing systems and networks – Technology around us	6	To create rules for using technology responsibly
1	2	Creating media – Digital painting	1	To describe what different freehand tools do
1	2	Creating media – Digital painting	2	To use the shape tool and the line tools
1	2	Creating media – Digital painting	3	To make careful choices when painting a digital picture
1	2	Creating media – Digital painting	4	To explain why I chose the tools I used

1	2	Creating media – Digital painting	5	To use a computer on my own to paint a picture
1	2	Creating media – Digital painting	6	To compare painting a picture on a computer and on paper
1	5	Creating media – Digital writing	1	To use a computer to write
1	5	Creating media – Digital writing	2	To add and remove text on a computer
1	5	Creating media – Digital writing	3	To identify that the look of text can be changed on a computer
1	5	Creating media – Digital writing	4	To make careful choices when changing text
1	5	Creating media – Digital writing	5	To explain why I used the tools that I chose
1	5	Creating media – Digital writing	6	To compare typing on a computer to writing on paper
1	4	Data and information – Grouping data	1	To label objects
1	4	Data and information – Grouping data	2	To identify that objects can be counted
1	4	Data and information – Grouping data	3	To describe objects in different ways

1	4	Data and information – Grouping data	4	To count objects with the same properties
1	4	Data and information – Grouping data	5	To compare groups of objects
1	4	Data and information – Grouping data	6	To answer questions about groups of objects
1	3	Programming A – Moving a robot	1	To explain what a given command will do
1	3	Programming A – Moving a robot	2	To act out a given word
1	3	Programming A – Moving a robot	3	To combine forwards and backwards commands to make a sequence
1	3	Programming A – Moving a robot	4	To combine four direction commands to make sequences
1	3	Programming A – Moving a robot	5	To plan a simple program
1	3	Programming A – Moving a robot	6	To find more than one solution to a problem
1	6	Programming B – Introduction to animation	1	To choose a command for a given purpose
1	6	Programming B – Introduction to animation	2	To show that a series of commands can be joined together
1	6	Programming B – Introduction to animation	3	To identify the effect of changing a value

1	6	Programming B – Introduction to animation	4	To explain that each sprite has its own instructions
1	6	Programming B – Introduction to animation	5	To design the parts of a project
1	6	Programming B – Introduction to animation	6	To use my algorithm to create a program
2	1	Computing systems and networks – IT around us	1	To recognise the uses and features of information technology
2	1	Computing systems and networks – IT around us	2	To identify the uses of information technology in the school
2	1	Computing systems and networks – IT around us	3	To identify information technology beyond school
2	1	Computing systems and networks – IT around us	4	To explain how information technology helps us
2	1	Computing systems and networks – IT around us	5	To explain how to use information technology safely
2	1	Computing systems and networks – IT around us	6	To recognise that choices are made when using information technology
2	2	Creating media – Digital photography	1	To use a digital device to take a photograph
2	2	Creating media – Digital photography	2	To make choices when taking a photograph

2	2	Creating media – Digital photography	3	To describe what makes a good photograph
2	2	Creating media – Digital photography	4	To decide how photographs can be improved
2	2	Creating media – Digital photography	5	To use tools to change an image
2	2	Creating media – Digital photography	6	To recognise that photos can be changed
2	5	Creating media – Making music	1	To say how music can make us feel
2	5	Creating media – Making music	2	To identify that there are patterns in music
2	5	Creating media – Making music	3	To show how music is made from a series of notes
2	5	Creating media – Making music	4	To show how music is made from a series of notes
2	5	Creating media – Making music	5	To create music for a purpose
2	5	Creating media – Making music	6	To review and refine our computer work

2	4	Data and information – Pictograms	1	To recognise that we can count and compare objects using tally charts
2	4	Data and information – Pictograms	2	To recognise that objects can be represented as pictures
2	4	Data and information – Pictograms	3	To create a pictogram
2	4	Data and information – Pictograms	4	To select objects by attribute and make comparisons
2	4	Data and information – Pictograms	5	To recognise that people can be described by attributes
2	4	Data and information – Pictograms	6	To explain that we can present information using a computer
2	3	Programming A – Robot algorithms	1	To describe a series of instructions as a sequence
2	3	Programming A – Robot algorithms	2	To explain what happens when we change the order of instructions
2	3	Programming A – Robot algorithms	3	To use logical reasoning to predict the outcome of a program (series of commands)
2	3	Programming A – Robot algorithms	4	To explain that programming projects can have code and artwork

2	3	Programming A – Robot algorithms	5	To design an algorithm
2	3	Programming A – Robot algorithms	6	To create and debug a program that I have written
2	6	Programming B – An introduction to quizzes	1	To explain that a sequence of commands has a start
2	6	Programming B – An introduction to quizzes	2	To explain that a sequence of commands has an outcome
2	6	Programming B – An introduction to quizzes	3	To create a program using a given design
2	6	Programming B – An introduction to quizzes	4	To change a given design
2	6	Programming B – An introduction to quizzes	5	To create a program using my own design
2	6	Programming B – An introduction to quizzes	6	To decide how my project can be improved

ing Taxonomy					Cross Curricular Links	Education for a Connected World
ET	IT	NW	PG	SS		
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