Teach Computing Curriculum Map

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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.

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

National Curriculum Statement	Abbreviation
understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions	NW
create and debug simple programs	CM
use logical reasoning to predict the behaviour of simple programs	DI
use technology purposefully to create, organise, store, manipulate and retrieve digital content	DD
recognise common uses of information technology beyond school	CS
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.	IT
	AL
	PG
	ET
	SS

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

ning as stated here and are asked to provide a link to the OGL v3.