Teach Computing Curriculum
Primary Journey

KS2 📖
Teacher guide

KS3 computing

GCSE Computer Science

Next steps

Online Pressure *PSHE*

3D modelling

Clicking and Sharing *PSHE*

Variables in games

Communication and collaboration

Sensing movement

Introduction to spreadsheets

Webpage creation

Facebook *PSHE*

Year 6

Selection in quizzes

Vector graphics

Communication *PSHE*

Video production

Flat-file databases

Audio production

Repetition in shapes

Photo editing

Data logging

Repetition in games

Year 5

Systems and searching

Selection in physical computing

The internet

Picture Wise *PSHE*

Year 4

Bullying and Sharing *PSHE*

Desktop publishing

Sequencing sounds

Connecting computers

Events and actions in programs

Branching databases

Stop-frame animation

Searching and Privacy *PSHE*

Year 3

Programming quizzes

Digital music

Pictograms

Playing Games *PSHE*

Robot algorithms

Information technology around us

KS1 📖
Teacher guide

Sharing pictures *PSHE*

Technology around us

Moving a robot

Digital writing

Digital painting

Grouping data

Programming animations

Year 1

Year 2

Digital photography

Explore resources: teachcomputing.org/curriculum

National Centre for Computing Education

Funded by Department for Education