

Every unit of work in the Teach Computing Curriculum contains: a unit overview; a learning graph, to show the progression of skills and concepts in a unit; lesson content — including a detailed lesson plan, slides for learners, and all the resources you will need; and formative and summative assessment opportunities. These are all available by clicking on the link <http://ncce.io/tcc> and logging on but they are also uploaded onto our school sharepoint in the computing curriculum file.

KS1	<b>Computing systems and networks</b>	<b>Creating media</b>	<b>Programming A</b>	<b>Data and information</b>	<b>Creating media</b>	<b>Programming B</b>
Year 1	Technology around us Recognising technology in school and using it responsibly.	Digital painting Choosing appropriate tools in a program to create art, and making comparisons with working non-digitally	Moving a robot Writing short algorithms and programs for floor robots, and predicting program outcomes.	Grouping data Exploring object labels, then using them to sort and group objects by properties	Digital writing Using a computer to create and format text, before comparing to writing non-digitally.	Programming animations Designing and programming the movement of a character on screen to tell stories.
Year 2	Information technology around us Identifying IT and how its responsible use improves our world in school and beyond.	Digital photography Capturing and changing digital photographs for different purposes	Robot algorithms Creating and debugging programs, and using logical reasoning to make predictions	Pictograms Collecting data in tally charts and using attributes to organise and present data on a computer.	Making music Using a computer as a tool to explore rhythms and melodies, before creating a musical composition.	Programming quizzes Designing algorithms and programs that use events to trigger sequences of code to make an interactive quiz.