

Teach Computing Curriculum Map KS2

National
Centre for
Computing
Education



Raspberry Pi

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 7 to 11 (key stage 2). 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

Statement Number	National Curriculum Statement
2.1	design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts
2.2	use sequence, selection, and repetition in programs; work with variables and various forms of input and output
2.3	use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs
2.4	understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration
2.5	use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content
2.6	select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information
2.7	use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.

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 & Development	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

National Curriculum Links

1.1 ☐ 1.2 ☒ 1.3 ☐ 1.4 ☐ 1.5 ☐ 1.6 ☐