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.

	Computing systems and networks	**Creating media**	**Programming**	**Data and information**
Year 1		Digital painting Choosing appropriate tools in a program to create art, and making comparisons with working non-digitally. Digital writing Using a computer to create and format text, before comparing to writing non-digitally.	Moving a robot Writing short algorithms and programs for floor robots, and predicting program outcomes.	
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.
Year 3		Stop-frame animation Capturing and editing digital still images to produce a stop-frame animation that tells a story.	Events and actions in programs Writing algorithms and programs that use a range of events to trigger sequences of actions.	Branching databases Building and using branching databases to group objects using yes/no questions.
Year 4	The internet Recognising the internet as a network of networks including	Photo editing Manipulating digital images, and reflecting on the impact of changes and whether the required purpose is fulfilled	Repetition in shapes Using a text-based programming language to explore count-controlled loops when drawing shapes.	

	the WWW, and why we should evaluate online content			
Year 5	Sharing information Identifying and exploring how information is shared between digital systems.	Video editing Planning, capturing, and editing video to produce a short film. Vector drawing Creating images in a drawing program by using layers and groups of objects.		
Year 6			Variables in games Exploring variables when designing and coding a game. 3D modelling Planning, developing, and evaluating 3D computer models of physical objects.	Introduction to spreadsheets Answering questions by using spreadsheets to organise and calculate data.