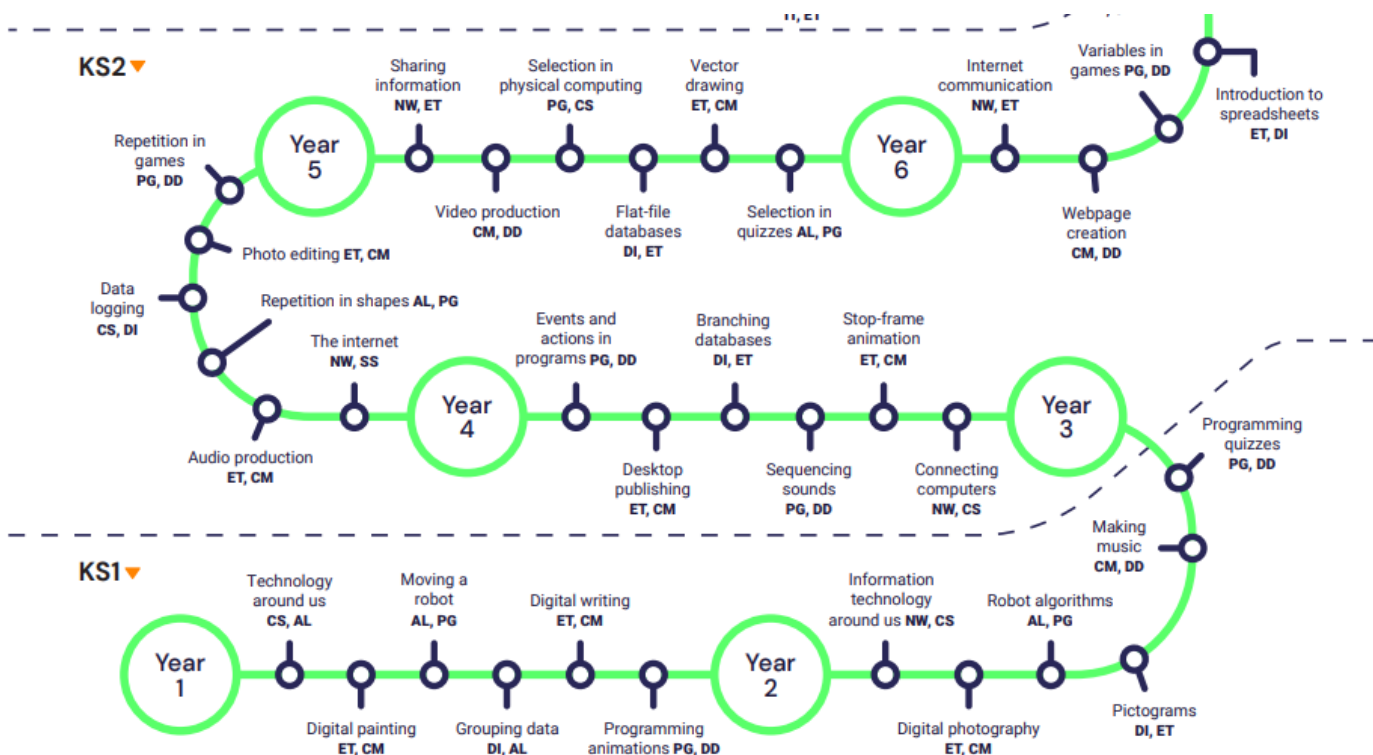


# Teach Computing Curriculum Journey

<b>Key</b>	AL Algorithms	ET Effective use of tools	<span style="color: green;">■</span> Computing
	CS Computing systems	IT Impact of technology	<span style="border: 1px solid black; display: inline-block; width: 10px; height: 10px;"></span> GCSE CS: Programming
	CM Creating media	NW Networks	<span style="background-color: orange; display: inline-block; width: 10px; height: 10px;"></span> GCSE CS: Theory
	DI Data & Information	PG Programming	
	DD Design & development	SS Safety & security	



## Early Years Understanding the World Links

Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
<p><b>Me &amp; My Community</b></p> <p>Take photographs, draw simple picture maps and collect simple data during fieldwork activities</p> <p>Input simple instructions to technological toys, including floor robots and onscreen sprites.</p>	<p><b>Once Upon A Time</b></p>	<p><b>Big Wide World Take</b></p> <p>Take photographs, draw simple picture maps and collect simple data during fieldwork activities.</p> <p>Input simple instructions to technological toys, including floor robots and onscreen sprites.</p> <p>Use age-appropriate software to create images and record sounds and videos.</p>	<p><b>Dangerous Dinosaurs</b></p> <p>Make a shadow bigger or smaller using toys, play equipment and a light source. Use age-appropriate software independently</p>	<p><b>Long Ago</b></p> <p>Use age-appropriate software to create images and record sounds and videos.</p>	<p><b>Sunflowers &amp; Sunshine</b></p> <p>Input simple instructions to make technological toys operate, including floor robots and onscreen sprites.</p> <p>Navigate to find digital content, in digital folders and online, with supervision.</p>