

Primary computing curriculum map

Years 1-6 | Current NCCE unit titles | Half-term topic overview

Year	Autumn 1 Systems & networks	Autumn 2 Creating media	Spring 1 Programming A	Spring 2 Data & information	Summer 1 Creating media	Summer 2 Programming B
Year 1	Technology around us	Digital painting	Moving a robot	Grouping data	Digital writing	Programming animations
Year 2	IT around us	Digital photography	Robot algorithms	Pictograms	Digital music	programming quizzes
Year 3	Connecting computers	Stop-frame animation	Sequencing sounds	Branching databases	Desktop publishing	Events and actions in programs
Year 4	The Internet	Audio production	Repetition in shapes	Data logging	Photo editing	Repetition in games
Year 5	Systems and searching	Video production	Selection in physical computing	Flat-file databases	Introduction to vector graphics	Selection in quizzes
Year 6	Communication and collaboration	Web page creation	Variables in games	Introduction to spreadsheets	3D Modelling	Sensing movement

Click any topic to open its NCCE unit resources. Topics are organised across the six half-terms.

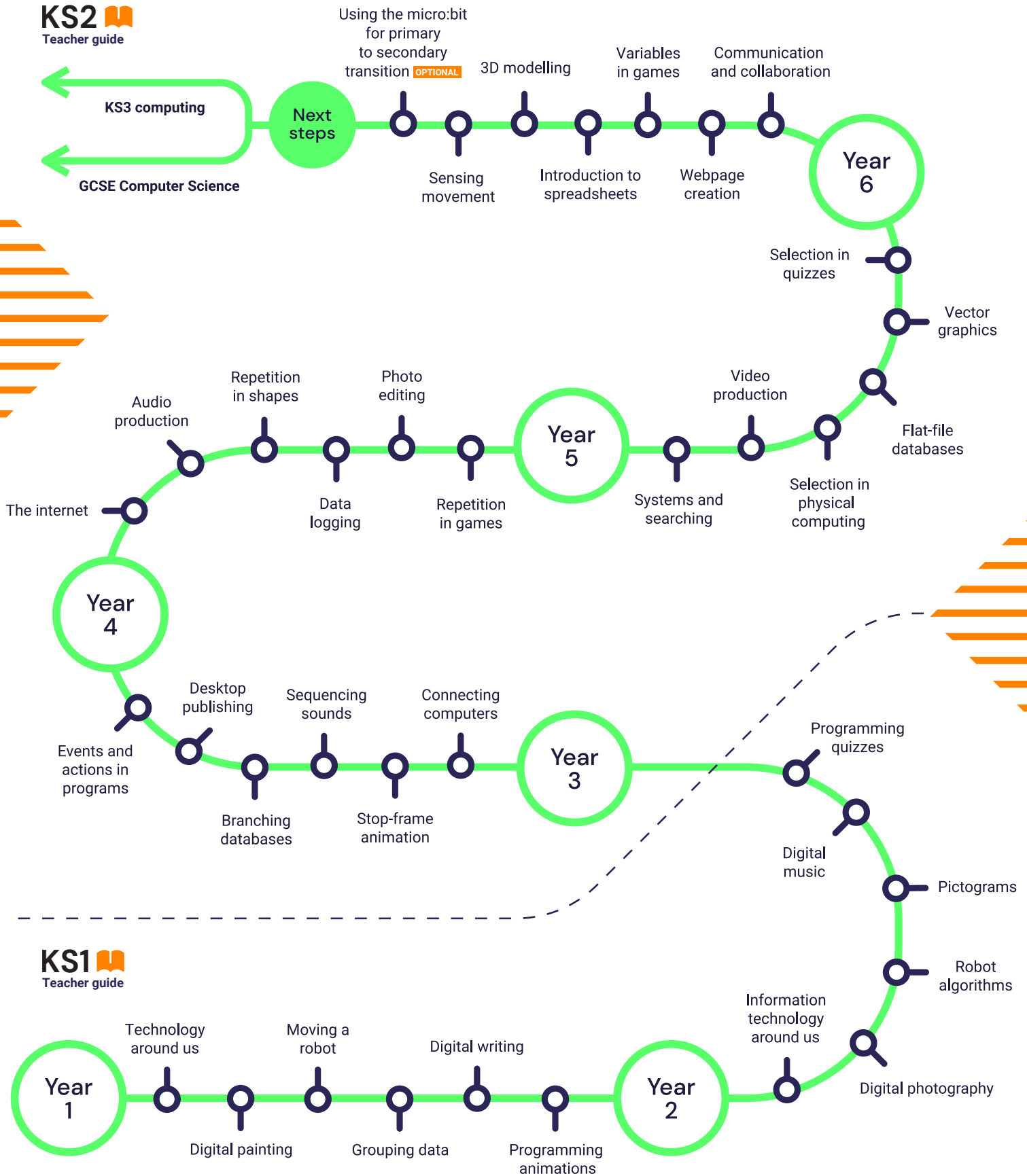
Teach Programming A before Programming B; teach lessons within each unit in numerical order.

Optional Year 6 extension: Using the micro:bit for primary to secondary transition (see resource directory).

Teach Computing Curriculum

Primary Journey

KS2 Teacher guide



KS1 Teacher guide

NCCE topic and resource directory

Click a topic title to open the unit page. Lesson downloads on NCCE require an account / login.

Year 1

Autumn 1 | Computing systems and networks

Technology around us

Autumn 2 | Creating media

Digital painting

Spring 1 | Programming A

Moving a robot

Spring 2 | Data and information

Grouping data

Summer 1 | Creating media

Digital writing

Summer 2 | Programming B

Programming animations

Year 2

Autumn 1 | Computing systems and networks

IT around us

Autumn 2 | Creating media

Digital photography

Spring 1 | Programming A

Robot algorithms

Spring 2 | Data and information

Pictograms

Summer 1 | Creating media

Digital music

Summer 2 | Programming B

programming quizzes

Unit pages provide lesson sequences and links to unit guides, learning graphs and assessment resources where available. Key-stage pages also provide teacher guides, curriculum maps and vocabulary lists: [KS1 resources](#) | [KS2 resources](#).

NCCE topic and resource directory

Click a topic title to open the unit page. Lesson downloads on NCCE require an account / login.

Year 3

Autumn 1 | Computing systems and networks

Connecting computers

Autumn 2 | Creating media

Stop-frame animation

Spring 1 | Programming A

Sequencing sounds

Spring 2 | Data and information

Branching databases

Summer 1 | Creating media

Desktop publishing

Summer 2 | Programming B

Events and actions in programs

Year 4

Autumn 1 | Computing systems and networks

The Internet

Autumn 2 | Creating media

Audio production

Spring 1 | Programming A

Repetition in shapes

Spring 2 | Data and information

Data logging

Summer 1 | Creating media

Photo editing

Summer 2 | Programming B

Repetition in games

Unit pages provide lesson sequences and links to unit guides, learning graphs and assessment resources where available. Key-stage pages also provide teacher guides, curriculum maps and vocabulary lists: [KS1 resources](#) | [KS2 resources](#).

NCCE topic and resource directory

Click a topic title to open the unit page. Lesson downloads on NCCE require an account / login.

Year 5

Autumn 1 | Computing systems and networks
Systems and searching

Autumn 2 | Creating media
Video production

Spring 1 | Programming A
Selection in physical computing

Spring 2 | Data and information
Flat-file databases

Summer 1 | Creating media
Introduction to vector graphics

Summer 2 | Programming B
Selection in quizzes

Year 6

Autumn 1 | Computing systems and networks
Communication and collaboration

Autumn 2 | Creating media
Web page creation

Spring 1 | Programming A
Variables in games

Spring 2 | Data and information
Introduction to spreadsheets

Summer 1 | Creating media
3D Modelling

Summer 2 | Programming B
Sensing movement

Optional Year 6 transition: Using the micro:bit for primary to secondary transition

Unit pages provide lesson sequences and links to unit guides, learning graphs and assessment resources where available. Key-stage pages also provide teacher guides, curriculum maps and vocabulary lists: [KS1 resources](#) | [KS2 resources](#).