



Computing Curriculum Concepts

Concept	Explanation
Logic	Computational logic is the process of working step-by-step to understand a problem and develop a solution. It describes the decision-making process used in programming and writing algorithms.
Machines	A computing machine is a device used to perform calculations and process data.
Algorithms	An algorithm is a process or set of rules followed by a computer in code, calculations or other problem-solving operations.
Program	A computing program is a collection of instructions that performs a final specific task when executed by a computer.
Data	Computer data is information processed or stored by a computer. Data can also be collected and presented in different formats.
Debugging	Debugging is the process of identifying and removing errors from computer hardware or software.
Editing	Editing involves making revisions to and improving content to ensure that it works and reads correctly.
Animation	Animation is the technique of using digital images within a sequence to appear as if they are moving on the screen.
Design	Design is deciding upon the look and functionality of content, particularly digital.

Concept?	Which Year Group?	Where in the Curriculum?
Logic	Y1 – Y4	Y1 Simple Algorithms and Programs Part 1 Y1 Create Simple Programs Part 2 Y2 Sequencing Simple Algorithms and Programs Y3 Write a Program Part 1 Y3 Write a Program Part 2 Y4 Scratch Programming from Algorithm to Code Y4 On the Move with Programming
Machines	Y1 - Y4	All units
Algorithms	Y1 – Y4	Y1 Simple Algorithms and Programs Part 1 Y1 Create Simple Programs Part 2 Y2 Sequencing Simple Algorithms and Programs Y3 Write a Program Part 1 Y3 Write a Program Part 2 Y4 Scratch Programming from Algorithm to Code Y4 On the Move with Programming
Program	Y1 – Y4	Y1 Simple Algorithms and Programs Part 1 Y1 Create Simple Programs Part 2 Y2 Sequencing Simple Algorithms and Programs Y3 Write a Program Part 1 Y3 Write a Program Part 2 Y4 Scratch Programming from Algorithm to Code Y4 On the Move with Programming
Data	Y1 – Y4	Y1 Gathering Data and Creating Charts Y2 Collecting, Organising and Presenting Data Y3 Creating a Branching Database and Interrogating Simple Databases Y4 Creating and Interrogating Simple Databases
Debugging	Y1 - Y4	Y1 Simple Algorithms and Programs Part 1 Y1 Create Simple Programs Part 2 Y2 Sequencing Simple Algorithms and Programs Y3 Write a Program Part 1 Y3 Write a Program Part 2 Y4 Creating and Interrogating Simple Databases Y4 Scratch Programming from Algorithm to Code Y4 On the Move with Programming
Editing	Y1 - Y4	Y1 Simple Algorithms and Programs Part 1 Y1 Just Paint & All About Me

		<p>Y1 Collecting, Evaluating and Presenting Information</p> <p>Y2 Ways to Present Information</p> <p>Y2 Create a Topic-Based eBook</p> <p>Y3 Organising, Creating and Presenting</p> <p>Y3 QR Codes</p> <p>Y4 Multimedia Fact-File</p>
Animation	Y2, Y3	<p>Y2 Ways to Present Information</p> <p>Y2 Art of Animation</p> <p>Y3 Organising, Creating and Presenting</p>
Design	Y1 - Y4	<p>Y1 Create Simple Programs Part 2</p> <p>Y1 Just Paint & All About Me</p> <p>Y1 Collect Photographs and Paint Pictures</p> <p>Y2 Create a Topic-Based eBook</p> <p>Y2 Sequencing Simple Algorithms and Programs</p> <p>Y2 Ways to Present Information</p> <p>Y3 Organising, Creating and Presenting</p> <p>Y3 QR Codes</p> <p>Y3 Write a Program – Block Based Sequences</p> <p>Y3 Write a Program – Drawing Shapes</p> <p>Y4 Multimedia Fact-File</p> <p>Y4 Scratch Programming from Algorithm to Code</p> <p>Y4 On the Move with Programming</p>