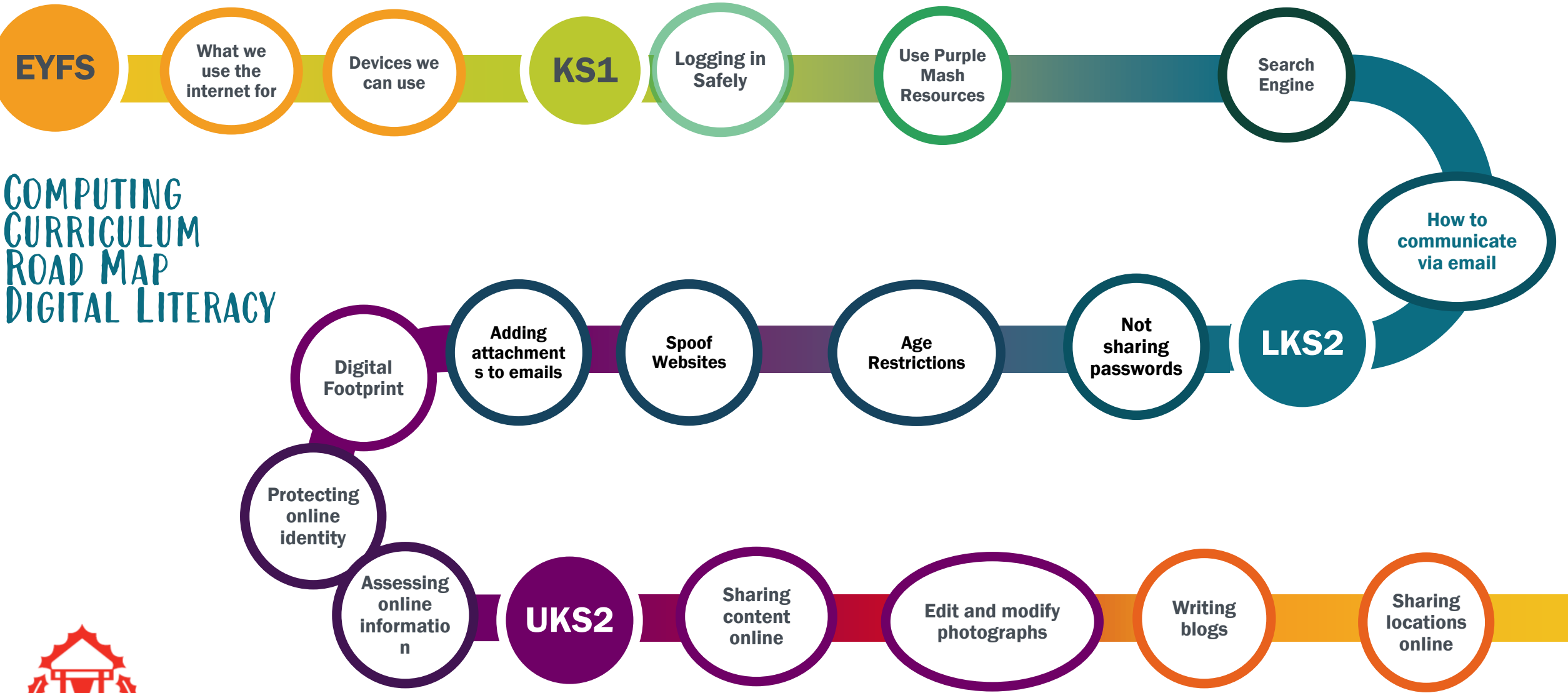


COMPUTING CURRICULUM ROAD MAP DIGITAL LITERACY



EYFS

Bee-Bots

KS1

Introduced to an algorithm

Debugging

Event, Background and Objects

Collision Detection

Designing an algorithm

LKS2

Comparing flowcharts to algorithms

Timers

Nesting

Components that make a computer

Animation

Creating cartoons using sound and backgrounds

UKS2

Making games and 3D models

Simulations and Friction

Creating a game with timers and scoreboard

Launch commands, variables and functions

COMPUTING CURRICULUM ROAD MAP COMPUTER SCIENCE



COMPUTING
CURRICULUM
ROAD MAP
INFORMATION
TECHNOLOGY

