



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

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