Computing curriculum map units of study

	Module 1	Module 2	Module 3	Module 4	Module 5	Module 6
Phase 1	Interacting with technology	Exploring with technology	Algorithms	Editing to create picture collages	Researching Safely	Creating Programs
Phase 2	Making things happen.	Making Sounds	Communicating	Making Choices	Accessing technology	Creating with technology
Phase 3	Digital literacy, use of computers/switches .	Digital Media	Safe use of technology/internet Using a range of digital devices.	Use of technology to communicate /communicate ideas.	How computers/internet works	Early programming skills
Phase 4	Use of computer to support learning	Staying safe online	Digital literacy	Exploring the world	Animation & the Arts	Computer Science - programing