Structure of the units of work

Every unit of work in the Teach Computing Curriculum contains: a unit overview; a learning graph, to show the progression of skills and concepts in a unit; lesson content — including a detailed lesson plan, slides for learners, and all the resources you will need; and formative and summative assessment opportunities.

Teach Computing Curriculum overview

Suggested teaching order

A suggested teaching order has been provided here. Within a year group, the order in which to teach units is not prescribed; however, the 'Programming' units should be taught in the order that is given in the suggested teaching order.

	Unit 1	Unit 2	Unit 3	Unit 4	Unit 5	Unit 6
Year 7	Clear messaging in digital media (7.1)*	Networks - from semaphores to the internet (7.2)	Using media - Gaining support for a cause (7.3)	Programming essentials in Scratch - part I (7.4)	Programming essentials in Scratch - part II (7.5)	Modelling data using spreadsheets (7.6)
Year 8	Developing for the web (8.1)	Representations - from clay to silicon (8.2)	Mobile app development (8.3)	Media - Vector graphics (8.4)	Layers of computing systems (8.5)	Introduction to Python programming (8.6)
Year 9	Python programming with sequences of data (9.1)	Media - Animations (9.2)	Data science (9.3)	Representations - going audiovisual (9.4)	Introduction to cybersecurity (9.5)	Developing physical computing projects (9.6)

*The numbers in the brackets are a 'quick code' reference for each unit, eg 7.1 refers to the first Year 7 unit in the recommended teaching order.