

National Curriculum Mapping

National Curriculum Programme of Study	Lesson(s) Covered
design, use and evaluate computational abstractions that model the state and behaviour of real-world problems and physical systems	Lessons 4 to 10
use 2 or more programming languages, at least one of which is textual, to solve a variety of computational problems; make appropriate use of data structures [for example, lists, tables or arrays]; design and develop modular programs that use procedures or functions	Lessons 1 to 10
understand simple Boolean logic [for example, AND, OR and NOT] and some of its uses in circuits and programming; understand how numbers can be represented in binary, and be able to carry out simple operations on binary numbers [for example, binary addition, and conversion between binary and decimal]	Lessons 3, 4, 6, 8, 9, 10
understand the hardware and software components that make up computer systems, and how they communicate with one another and with other systems	Lessons 1 to 10
understand how instructions are stored and executed within a computer system; understand how data of various types (including text, sounds and pictures) can be represented and manipulated digitally, in the form of binary digits	Lessons 5 and 8
undertake creative projects that involve selecting, using, and combining multiple applications, preferably across a range of devices, to achieve challenging goals, including collecting and analysing data and meeting the needs of known users	Lessons 1 to 10
create, reuse, revise and repurpose digital artefacts for a given audience, with attention to trustworthiness, design and usability	Lessons 2 to 10
understand a range of ways to use technology safely, respectfully, responsibly and securely, including protecting their online identity and privacy; recognise inappropriate content, contact and conduct, and know how to report concerns	Lesson 7