

Teach Computing Curriculum

Secondary Journey

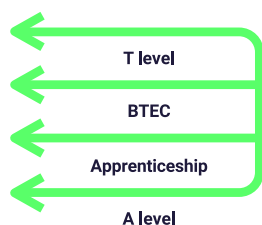
Key

AL Algorithms
CS Computing systems
CM Creating media
DI Data & information
DD Design & development

ET Effective use of tools
IT Impact of technology
NW Networks
PG Programming
SS Safety & security

Computing
GCSE CS:
Programming
GCSE CS: Theory

Teacher guide



Next steps



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Teacher guide