

Teach Computing Curriculum

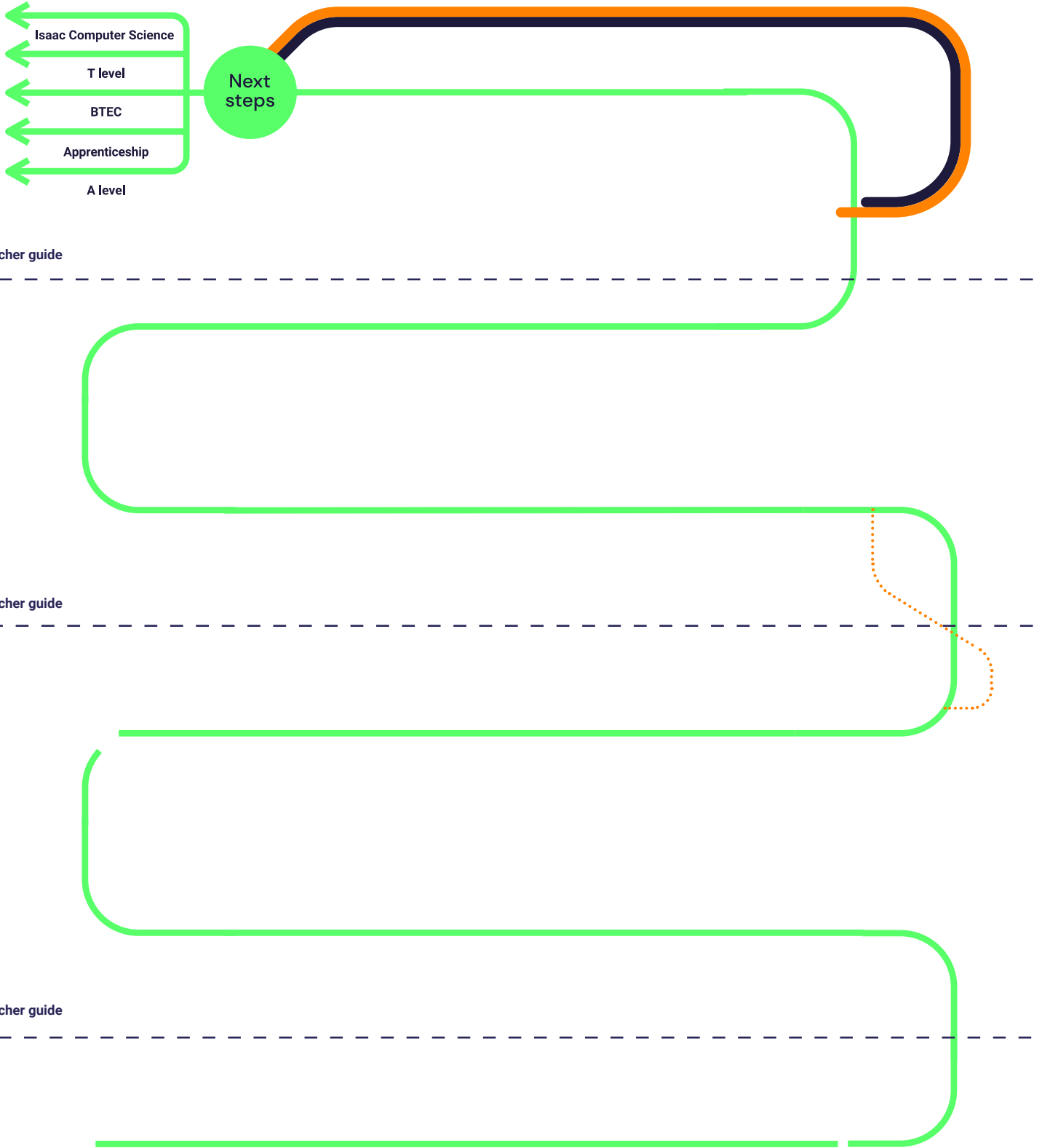
Journey

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

Teacher guide

Teacher guide

Teacher guide