

NCCE Curriculum Overview



	Computing Systems and Networks	Data and Information	Programming A	Programming B	Creating Media	Creating Media
Year 1	Technology Around Us	Grouping Data	Moving a Robot	Introduction to animation	Digital Painting	Digital Writing
Year 2	Information Technology Around Us	Pictograms	Robot algorithms	Quizzes	Digital Photographs	Music Making
Year 3	Connecting Computers	Branching Databases	Sequence in music	Events and actions	Desktop Publishing	Stop Frame Animation
Year 4	The Internet	Data Logging	Repetition in shapes	Repetition in games	Audio Editing	Photo Editing
Year 5	Sharing Information	Flat-file Databases	Selection in physical computing	Chatbot selection	Vector Drawing	Video Editing
Year 6	Communication	Spreadsheets	Variables in games	Sensing	3D Modelling	Web Page Design