

# 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

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