

# Threads

## **What are threads?**

We use threads to signpost groups of units that link to one another, that together build a common body of knowledge over time. We use the term thread, rather than vertical concepts, themes or big ideas, because it helps us bring to mind the visual concept of a thread weaving through the curriculum.

## **How to use threads**

1. Familiarise yourself with all of the threads relating to the subject
2. Identify the unit you will be delivering
3. Review the threads associated with the unit
4. Audit where pupils have and will learn about these threads in your existing curriculum sequence.
5. Ensure you understand how the thread relating to your new unit has been framed in prior and future units
6. Review how the thread works within the unit you will be delivering
7. Teach and iterate your framing of the thread within the unit and across your curriculum sequence

## **Threads in subject**

- Algorithms and data structures
- Computing systems
- Creating media
- Data and information
- Design and development
- Effective use of tools
- Networks
- Programming
- Safety and security

# Threads in computing

[See how to use threads](#) ↑

**Algorithms and data structures**

**Computing systems**

**Creating media**

**Data and information**

**Design and development**

**Effective use of tools**

**Networks**

**Programming**

**Safety and security**

## Thread, '**Algorithms and data structures**'

### **Year 4**

- **Unit 3**, 'Repetition in programs'

### **Year 5**

- **Unit 6**, 'Using selection in programming to develop a quiz'

## Thread, '**Computing systems**'

### **Year 2**

- **Unit 1**, 'Information technology in the world beyond school'

### **Year 3**

- **Unit 1**, 'Computer networks'

## Thread, '**Creating media**'

### **Year 1**

- **Unit 1**, 'Digital painting'
- **Unit 2**, 'Digital writing'

### **Year 3**

- **Unit 5**, 'Desktop publishing'

### **Year 4**

- **Unit 2**, 'Audio production'
- **Unit 5**, 'Photo editing'

### **Year 5**

- **Unit 2**, 'Video production'
- **Unit 5**, 'Introduction to vector graphics'

### **Year 6**

- **Unit 2**, 'Web page creation'
- **Unit 5**, '3D Modelling'

## Thread, '**Data and information**'

### **Year 2**

- **Unit 2**, 'Using IT to organise and present data'

### **Year 3**

- **Unit 4**, 'Organising data using databases'

### **Year 4**

- **Unit 4**, 'Data logging'

### **Year 5**

- **Unit 4**, 'Flat-file databases'

### **Year 6**

- **Unit 4**, 'Introduction to spreadsheets'

## Thread, '**Design and development**'

### **Year 1**

- **Unit 3**, 'Creating animations in programs'

### **Year 2**

- **Unit 3**, 'Building sequences in programs'

### **Year 3**

- **Unit 3**, 'Programming sequence using sound'

### **Year 4**

- **Unit 6**, 'Using repetition in programming to create a game'

### **Year 6**

- **Unit 2**, 'Web page creation'

## Thread, **'Effective use of tools'**

### **Year 1**

- **Unit 1**, 'Digital painting'
- **Unit 2**, 'Digital writing'

### **Year 2**

- **Unit 2**, 'Using IT to organise and present data'

### **Year 3**

- **Unit 2**, 'Stop-frame animation'
- **Unit 5**, 'Desktop publishing'

### **Year 4**

- **Unit 2**, 'Audio production'
- **Unit 4**, 'Data logging'
- **Unit 5**, 'Photo editing'

### **Year 5**

- **Unit 2**, 'Video production'
- **Unit 4**, 'Flat-file databases'
- **Unit 5**, 'Introduction to vector graphics'

### **Year 6**

- **Unit 1**, 'Communication and the internet'
- **Unit 4**, 'Introduction to spreadsheets'
- **Unit 5**, '3D Modelling'

## Thread, **'Networks'**

### **Year 2**

- **Unit 1**, 'Information technology in the world beyond school'

### **Year 3**

- **Unit 1**, 'Computer networks'

### **Year 4**

- **Unit 1**, 'The internet'

### **Year 5**

- **Unit 1**, 'Introduction to computer systems'

## Thread, '**Programming**'

### **Year 1**

- **Unit 3**, 'Creating animations in programs'

### **Year 2**

- **Unit 3**, 'Building sequences in programs'

### **Year 3**

- **Unit 3**, 'Programming sequence using sound'
- **Unit 6**, 'Events and actions in programs'

### **Year 4**

- **Unit 3**, 'Repetition in programs'
- **Unit 6**, 'Using repetition in programming to create a game'

### **Year 5**

- **Unit 3**, 'Exploring selection in physical computing'
- **Unit 6**, 'Using selection in programming to develop a quiz'

### **Year 6**

- **Unit 3**, 'Using variables in programming to develop a game'
- **Unit 6**, 'Sensing movement with physical computing'

## Thread, '**Safety and security**'

### **Year 2**

- **Unit 1**, 'Information technology in the world beyond school'

### **Year 4**

- **Unit 1**, 'The internet'

### **Year 6**

- **Unit 1**, 'Communication and the internet'

