



Mapping the Cooper resources to the computing and science skills from the National Curricula.

	NC for Computing KS1			NC for Computing KS2		
	KS1.1 understand what algorithms are;	KS1.2 create and debug simple programs	KS1.3 use logical reasoning	KS2.1 design, write and debug programs	KS2.2 use sequence, selection, and repetition in	KS2.3 use logical reasoning
Bumper Cars	x	x	x	x	x	x
Car Racing	x	x	x	x	x	x
Chariot Race	x	x	x	x	x	x
Dance Moves	x	x	x	x	x	x
Engineering Habitats	x	x	x	x	x	x
Beach Erosion	x	x	x	x	x	x
Field Day	x	x	x	x	x	x
Follow the Leader	x	x	x	x		x
Four Corners	x	x	x	x	x	x
Four Wheeler	x	x	x	x	x	x
Giving Directions: House to school	x	x	x	x	x	x
Humanitarian Aid	x	x	x	x		
Mirrored Image	x	x	x	x	x	x
Oil Spill Cleanup	x	x	x	x	x	x
Picasso: Assistive technology	x	x	x	x	x	x
Puck Drop	x	x	x	x	x	x
Relay Race	x	x	x	x	x	x
Surfaces	x	x	x	x	x	x
Technology Communication	x	x	x	x		x
Tug of War	x	x	x	x	x	x



	Science Enquiry Skills						
	Asking questions	Observing and measuring	Making predictions	Setting up tests	Recording data	Interpreting and communicating results	Evaluating
Bumper Cars	x	x		x	x	x	
Car Racing	x	x		x	x	x	
Chariot Race	x	x		x	x	x	x
Dance Moves	x	x			x	x	
Engineering Habitats	x	x	x	x	x	x	x
Beach Erosion	x	x		x	x	x	x
Field Day	x	x		x	x	x	
Follow the Leader	x	x					
Four Corners	x	x		x	x	x	x
Four Wheeler	x	x	x	x	x	x	x
Giving Directions: House to school	x				x		
Humanitarian Aid	x	x		x	x	x	x
Mirrored Image	x	x					
Oil Spill Cleanup	x	x		x	x	x	x
Picasso: Assistive technology	x	x				x	x
Puck Drop	x	x		x	x	x	
Relay Race	x	x		x	x	x	x
Surfaces	x	x		x	x	x	x
Technology Communication	x	x		x	x	x	
Tug of War	x	x		x	x	x	x

KS1 1	"understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions"
KS1 2	create and debug simple programs
KS1 3	use logical reasoning to predict the behaviour of simple programs
KS2 1	"design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts"
KS2 2	"use sequence, selection, and repetition in programs; work with variables and various forms of input and output"
KS2 3	"use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs"