



# National Curriculum Links

On the following page, each card has been assigned a code which indicates how the task might link to the key stage 2 attainment targets of the computing curriculum.

<b>NC1</b>	Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts
<b>NC2</b>	Use sequence, selection, and repetition in programs; work with variables and various forms of input and output
<b>NC3</b>	Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs
<b>NC4</b>	Understand computer networks, including the internet; how they can provide multiple services, such as the World Wide Web, and the opportunities they offer for communication and collaboration

Some of the cards which do not directly match a specific national curriculum will be assigned the following code:

<b>GCT</b>	General computational thinking / problem solving
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## Links to the KS2 Programme of Study in England:

	Title	Code
1	Alien residents	GCT
2	Shoestrings	GCT
3	Painting of Stamps	NC3
4	Layered painting	NC3
5	Flags	NC3
6	Robot controlling a car	NC3
7	Robot and cookies	NC3
8	Shaman beaver	GCT
9	The strip	GCT
10	Christmas tree decorations	GCT
11	Sorting buttons	NC3
12	Feathers	NC3
13	Beaver balance	NC3
14	Beaver birthday	NC3
15	Morning	NC3
16	After school	NC3
17	Coins	NC3
18	Colourful tower	NC3
19	Beaver hut	NC3
20	Read the words	NC3
21	Little stones mosaic	NC1



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	Title	Code
22	Swimmer beaver	NC3
23	Missing numbers	NC3
24	Picture of the castle	NC3
25	Beetle robot	NC2
26	A choice of tracks	NC2
27	Every other turn	NC2
28	Floating robot	NC2
29	Moving diagonally	NC3
30	French beaver	NC3
31	Lunar rover	NC3
32	Little stones	NC2
33	Cinema	NC3
34	Beautiful tiles	NC2
35	Beaver map	NC3
36	Clothes line	NC3
37	Swap	NC3
38	iFrog	NC3
39	Laundry	NC3
40	Robot is carrying	NC2
41	Read around	NC3
42	Necklace for a little beaver	NC3
43	Programmer's new years eve	NC3



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	Title	Code
44	Beaver's House	NC3
45	Beaver language	NC3
46	Find a mistake	NC3
47	Cat and mouse	NC3
48	Cipher	NC3