



Cambridge Curriculum

Primary, Lower Secondary and IGCSE curriculum
mapping in relation to the AI CREATOR™ curriculum

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About us



Code School Finland is committed to a constructivist, inquiry-based approach to teaching and learning that promotes the development of critical thinking.

All of our learning modules promote:






- ✓ **Student-centred peer learning and constructivist approach:**
Promote learners' autonomy, self-regulation, decision making, collaboration, life-long learning and democracy.
- ✓ **Problem- and project-based learning:**
Introducing open-ended problems and projects and guiding learners to becoming creative problem solvers in the context of digital tools and technology.
- ✓ **21st century skills and transversal learning goals:**
Fostering creativity, critical thinking, ICT literacy, entrepreneurship and work-life skills. Empowering learners to devise problem-solving strategies and learning to learn.



Cambridge Primary Computing & Digital Literacy

There are two areas in Cambridge Primary curriculum related to digital skills: **Computing (0059)** and **Digital Literacy (0072)**.

Computing

Cambridge Primary curriculum	AI CREATOR	Alignment	Corresponding courses/books*
<p>Computational Thinking</p> <p>supports learners to create and present solutions to problems using algorithms, logic and precision.</p>	<ul style="list-style-type: none"> <input type="checkbox"/> Can create algorithms and explore computation in unplugged context <input type="checkbox"/> Can use sequencing, iteration and conditional statements in context of programming <input type="checkbox"/> Can design and create animations, apps and games in visual programming environments 	100%	<ul style="list-style-type: none"> <input type="checkbox"/> Future thinker <input type="checkbox"/> Junior Coder <input type="checkbox"/> Code & Create <input type="checkbox"/> Develop & Test <input type="checkbox"/> Little AI learner
<p>Programming</p> <p>helps learners to understand the common constructs of programming languages and to appreciate the contribution that Computer Scientists make to our lives.</p>	<ul style="list-style-type: none"> <input type="checkbox"/> Can create algorithms and explore unplugged computation <input type="checkbox"/> Can design and create animations, apps and games in visual programming environments <input type="checkbox"/> Can use sequencing, iteration and conditional statements in context of programming <input type="checkbox"/> Can create simple embedded systems such as sensor-activated robots <input type="checkbox"/> Can plan, implement, and evaluate his or her own technology projects and make improvements 	100%	<ul style="list-style-type: none"> <input type="checkbox"/> Junior Coder <input type="checkbox"/> Code & Create <input type="checkbox"/> Automate <input type="checkbox"/> Develop & Test <input type="checkbox"/> Solutions & Syntax
<p>Managing Data</p> <p>encourages learners to reflect on how computers store and analyse data on an ever-increasing scale.</p>	<ul style="list-style-type: none"> <input type="checkbox"/> Understands the role of data in computers, robots and AI systems <input type="checkbox"/> Understands the role of sensors in embedded systems, i.e. robotics and automation projects 	100%	<ul style="list-style-type: none"> <input type="checkbox"/> Future thinker <input type="checkbox"/> Little AI learner <input type="checkbox"/> Automate <input type="checkbox"/> AI Introduction <input type="checkbox"/> Teachable Machine
<p>Networks and Digital Communication</p> <p>shows how computers and other machines communicate with each other across networks and how the networks are created through a combination of hardware and data transmission protocols.</p>	<ul style="list-style-type: none"> <input type="checkbox"/> Understands the role of data in computers, robots and AI systems <input type="checkbox"/> Understands the role of sensors in embedded systems, i.e. robotics and automation projects <input type="checkbox"/> Can implement wireless connections in context of embedded systems 	100%	<ul style="list-style-type: none"> <input type="checkbox"/> Little AI learner <input type="checkbox"/> Automate <input type="checkbox"/> ICT Explorer





















<p>Computer Systems</p> <p>helps learners to understand that computers follow precise sets of instruction to process inputs that are given by humans, to make decisions and produce outputs.</p>	<ul style="list-style-type: none"> □ <i>Can create algorithms and explore unplugged computation</i> □ <i>Understands the role of data in computers, robots and AI systems</i> □ <i>Can use sequencing, iteration and conditional statements in context of programming</i> 	<p>100%</p>	<ul style="list-style-type: none">  Future thinker  Little AI learner  Code & Create  Automate  AI Introduction
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Primary Computing:

<https://www.cambridgeinternational.org/programmes-and-qualifications/cambridge-primary/curriculum/computing/>

Digital Literacy

Cambridge Primary curriculum	AI CREATOR	Alignment	Corresponding courses/books*
Understand their place, and the place of others, in an interconnected world and make educated decisions about the information that they encounter online .	<ul style="list-style-type: none"> <input type="checkbox"/> Evaluates multimedia content both independently and collaboratively <input type="checkbox"/> Understands the risks of data sharing on the internet and can implement proper safety measures <input type="checkbox"/> Recognises online threats and can verify facts 	100%	<ul style="list-style-type: none">  Future thinker  Little AI learner  ICT Explorer  Teachable Machine
Develop knowledge and understanding that will allow them to respond to, and evaluate technology of the future .	<ul style="list-style-type: none"> <input type="checkbox"/> Evaluates media tools and is capable of choosing the correct tools for the task at hand <input type="checkbox"/> Collect, evaluate and respond to feedback <input type="checkbox"/> Evaluates multimedia content both independently and collaboratively 	100%	<ul style="list-style-type: none">  Future thinker  Develop & Test  Automate  ICT Explorer  Teachable Machine
Develop skills to create increasingly sophisticated documents and presentations .	<ul style="list-style-type: none"> <input type="checkbox"/> Can design and create animations, apps and games in visual programming environment <input type="checkbox"/> Can share and present his or her digital creation and related research to peers 	100%	<ul style="list-style-type: none">  Little AI learner  Code & Create  Develop & Test  ICT Explorer
Learn how to become positive contributors to the digital world .	<ul style="list-style-type: none"> <input type="checkbox"/> Can design and create animations, apps and games in visual programming environments <input type="checkbox"/> Can share and present his or her digital creation and related research to peers <input type="checkbox"/> Can plan, implement, and evaluate his or her technology projects and make iterative improvements 	100%	<ul style="list-style-type: none">  Future thinker  Code & Create  Develop & Test  Teachable Machine
Use digital technology safely and protect their own physical and emotional wellbeing.	<ul style="list-style-type: none"> <input type="checkbox"/> Evaluates multimedia content both independently and collaboratively <input type="checkbox"/> Understands the risks of data sharing on the internet and can implement proper safety measures <input type="checkbox"/> Understands the mechanisms of data collection in online browsers and apps 	100%	<ul style="list-style-type: none">  Future thinker  ICT Explorer  Teachable Machine

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Primary Digital Literacy:

<https://www.cambridgeinternational.org/programmes-and-qualifications/cambridge-primary/curriculum/digital-literacy/>





Cambridge Lower Secondary Computing & Digital Literacy


There are two areas in Cambridge Lower Secondary curriculum related to digital skills: Computing (0860) and Digital Literacy (0082).

Both in Computing and Digital Literacy curriculums, the goals are the same for Primary and Lower Secondary. The difference is in the choice of age appropriate methods and tools. In the AI CREATOR™ curriculum, primary and lower secondary have their own goal set.

Computing

Cambridge Lower Secondary curriculum	AI CREATOR™	Alignment	Corresponding courses/books*
<p>Computational Thinking</p> <p>supports learners to create and present solutions to problems using algorithms, logic and precision.</p>	<ul style="list-style-type: none"> □ Uses coding, robotics, and AI tools to build solutions to real-life problems 	100%	<ul style="list-style-type: none"> Develop & Test AI Introduction Teachable Machine
<p>Programming</p> <p>helps learners to understand the common constructs of programming languages and to appreciate the contribution that Computer Scientists make to our lives.</p>	<ul style="list-style-type: none"> □ Uses coding, robotics, and AI tools to build solutions to real-life problems □ Can create functional programs in visual programming environments □ Can create functional programs with textual programming languages 	100%	<ul style="list-style-type: none"> Develop & Test Solutions & Syntax
<p>Managing Data</p> <p>encourages learners to reflect on how computers store and analyse data on an ever-increasing scale.</p>	<ul style="list-style-type: none"> □ Understands the role of data in computers, robots, and AI systems □ Understands how computers function and purpose of each component in a computer system 	80%	<ul style="list-style-type: none"> ICT Explorer Teachable Machine
<p>Networks and Digital Communication</p> <p>shows how computers and other machines communicate with each other across networks and how the networks are created through a combination of hardware and data transmission protocols.</p>	<ul style="list-style-type: none"> □ Understand how data is transmitted in wired and wireless systems □ Understands how server-client systems work and how data is transmitted □ Understands the risks of data sharing on the internet and can implement proper safety measures 	100%	<ul style="list-style-type: none"> ICT Explorer Web Design












<p>Computer Systems</p> <p>helps learners to understand that computers follow precise sets of instruction to process inputs that are given by humans, to make decisions and produce outputs.</p>	<ul style="list-style-type: none"> □ <i>Understands how computers function and purpose of each component in a computer system</i> □ <i>Can create functional programs in visual programming environments</i> □ <i>Understands the role of human in creation of AI tools</i> 	<p>100%</p>	<ul style="list-style-type: none">  Develop & Test  Teachable Machine  ICT Explorer  AI Introduction
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Lower Secondary Computing:

<https://www.cambridgeinternational.org/programmes-and-qualifications/cambridge-lower-secondary/curriculum/computing/>

Digital Literacy

Cambridge Lower Secondary curriculum	AI CREATOR	Align-ment	Corresponding courses/books*
Understand their place, and the place of others, in an interconnected world and make educated decisions about the information that they encounter online .	<ul style="list-style-type: none"> <input type="checkbox"/> Understands the risks of data sharing on the internet and can implement proper safety measures <input type="checkbox"/> Recognises online threats and can verify facts <input type="checkbox"/> Understands the mechanisms of data collection in online browsers and apps 	100%	<ul style="list-style-type: none">  ICT Explorer  Teachable Machine
Develop knowledge and understanding that will allow them to respond to, and evaluate technology of the future .	<ul style="list-style-type: none"> <input type="checkbox"/> Understands and can implement safety measures in context of data and internet <input type="checkbox"/> Understands the deficiencies of AI systems and how AI systems are created <input type="checkbox"/> Can evaluate AI systems in terms of accuracy and reliability 	100%	<ul style="list-style-type: none">  Teachable Machine  ICT Explorer
Develop skills to create increasingly sophisticated documents and presentations .	<ul style="list-style-type: none"> <input type="checkbox"/> Uses coding, robotics, and AI tools to build solutions to real-life problems <input type="checkbox"/> Can share and present findings and creations to peers in context of digital creation 	100%	<ul style="list-style-type: none">  Develop & Test  ICT Explorer
Learn how to become positive contributors to the digital world .	<ul style="list-style-type: none"> <input type="checkbox"/> Uses coding, robotics, and AI tools to build solutions to real-life problems <input type="checkbox"/> Can share and present his or her digital creation and related research to peers <input type="checkbox"/> Understands the risks of data sharing on the internet and can implement proper safety measures 	100%	<ul style="list-style-type: none">  ICT Explorer  Develop & Test  Teachable Machine
Use digital technology safely and protect their own physical and emotional wellbeing.	<ul style="list-style-type: none"> <input type="checkbox"/> Understands the risks of data sharing on the internet and can implement proper safety measures <input type="checkbox"/> Understands the mechanisms of data collection in online browsers and apps <input type="checkbox"/> Understands the deficiencies of AI systems and how AI systems are created 	100%	<ul style="list-style-type: none">  ICT Explorer  Teachable Machine

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Lower Secondary Digital Literacy:

<https://www.cambridgeinternational.org/programmes-and-qualifications/cambridge-lower-secondary/curriculum/digital-literacy/>

Cambridge IGCSE - Computer Science curriculum (0478)

There are 2 main subject areas in the Computer Science curriculum, each covering their own sub-topics:

Computer systems:

- 1 Data representation
- 2 Data transmission
- 3 Hardware
- 4 Software
- 5 The internet and its uses
- 6 Automated and emerging technologies

Algorithms, programming and logic:

- 7 Algorithm design and problem-solving
- 8 Programming
- 9 Databases
- 10 Boolean logic

Computer systems

Cambridge IGCSE - Computer Science	AI CREATOR	Alignment	Corresponding courses/books*
1 Data representation <ul style="list-style-type: none"> ● 1.1 Number systems ● 1.2 Text, sound and images ● 1.3 Data storage and compression 	<ul style="list-style-type: none"> □ Understands the difference between denary and binary systems ✓ Understands the difference between different data types ✓ Understands the concepts of a pixel, digital colours presentation and resolution. 	30%	<ul style="list-style-type: none"> ■ ICT Explorer ■ Solutions & Syntax ■ Web Design ■ Teachable Machine
2 Data transmission <ul style="list-style-type: none"> ● 2.1 Types and methods of data transmission ● 2.2 Methods of error detection ● 2.3 Encryption 	<ul style="list-style-type: none"> ✓ Understands how a simple encryption system works ✓ Understands how server-client systems work and how data is transmitted 	50%	<ul style="list-style-type: none"> ■ ICT Explorer ■ Solutions & Syntax ■ Machine Learning ■ Web Design
3 Hardware <ul style="list-style-type: none"> ● 3.1 Computer architecture ● 3.2 Input and output devices ● 3.3 Data storage ● 3.4 Network hardware 	<ul style="list-style-type: none"> ✓ Understands the role of the central processing unit (CPU) in a computer ✓ Understands how computers 	80%	<ul style="list-style-type: none"> ■ ICT Explorer ■ Sensor Challenger ■ AI Introduction

	<p><i>function and the purpose of each component in a computer system</i></p> <ul style="list-style-type: none"> ✓ <i>Understands embedded systems and the role of each component in the system (input-processing-output; Sensors, computers and actuators)</i> 		
<p>4 Software</p> <ul style="list-style-type: none"> • 4.1 Types of software and interrupts • 4.2 Types of programming language ... 	<ul style="list-style-type: none"> <input type="checkbox"/> <i>Understands the difference of software and hardware</i> <input type="checkbox"/> <i>Can use IDE for programming</i> 	40%	<ul style="list-style-type: none"> <input type="checkbox"/> ICT Explorer <input type="checkbox"/> Solutions & Syntax
<p>5 The internet and its uses</p> <ul style="list-style-type: none"> • 5.1 The internet and the world wide web • 5.2 Digital currency • 5.3 Cyber security 	<ul style="list-style-type: none"> <input type="checkbox"/> <i>Understands the difference between internet and world wide web and how the internet works</i> <input type="checkbox"/> <i>Understands the mechanisms of data collection in online browsers and apps</i> ✓ <i>Understands how server-client systems work and how data is transmitted</i> ✓ <i>Understands the risks of data sharing on the internet and can implement proper safety measures</i> 	80%	<ul style="list-style-type: none"> <input type="checkbox"/> ICT Explorer <input type="checkbox"/> Web Design <input type="checkbox"/> Teachable Machine
<p>6 Automated and emerging technologies</p> <ul style="list-style-type: none"> • 6.1 Automated systems • 6.2 Robotics • 6.3 Artificial intelligence 	<ul style="list-style-type: none"> ✓ <i>Understand embedded systems and the role of each component in a system (input-processing-output; Sensors, computers and actuators)</i> <input type="checkbox"/> <i>Understands the purpose of automation and robotics</i> <input type="checkbox"/> <i>Can build robotics and automation solutions to real-life problems</i> <input type="checkbox"/> <i>Understands what constitutes artificial intelligence and where it is used</i> <input type="checkbox"/> <i>Understands the deficiencies of AI systems and how AI systems are created</i> 	100%	<ul style="list-style-type: none"> <input type="checkbox"/> AI Introduction <input type="checkbox"/> Sensor Challenger <input type="checkbox"/> Teachable Machine <input type="checkbox"/> Automate

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Algorithm design and problem-solving

Cambridge IGCSE - Computer Science	AI CREATOR	Alignment	Corresponding courses/books*
<p>7 Algorithm design and problem-solving</p> <ul style="list-style-type: none"> (1) Development life cycle (2) Systems, decomposition and design (3) Understanding algorithms (4) Methods of solution (5) Validation and verification check (6) Test data (7) Trace tables (8) Debugging (9) Creating algorithms 	<ul style="list-style-type: none"> Can implement a design process in the context of coding and digital creation Understands the role of each step in the design process Can create modular programs Can use flowcharts to plan algorithms Understands the concept of an algorithm Can use different data types and change data types in Python as needed Can use textual programming languages to create functional programs and solve real problems 	90%	<ul style="list-style-type: none"> Develop & Test Solutions & Syntax AI Introduction Teachable Machine Sensor Challenger
<p>8 Programming</p> <ul style="list-style-type: none"> 8.1 Programming concepts 8.2 Arrays 8.3 File handling 	<ul style="list-style-type: none"> Understands the basic data types in programming Understands the concept of a loop and iteration Can use nested structures purposefully Understands the concept of a condition and a conditional statement Can control strings in Python Can use arithmetic, logical and boolean operators Can use variables, lists, and functions 	90%	<ul style="list-style-type: none"> Develop & Test Solutions & Syntax AI Introduction Sensor Challenger
<p>9 Databases</p> <ul style="list-style-type: none"> (1) Defining databases (2) Data types (3) Primary key (4) SQL scripts 	<ul style="list-style-type: none"> Understands the basic data types in programming Can use different data types and change data types in Python as needed 	60%	<ul style="list-style-type: none"> Solutions & Syntax Machine Learning
<p>10 Boolean logic</p> <ul style="list-style-type: none"> (1) Identify logic gates and symbols (2) Define and understand logic gates (3) Use logic gates (4) Write logic expressions 	<ul style="list-style-type: none"> Understands the basics of boolean logic and logic gates Can use logic gates purposefully Can create electric circuits in the context of embedded systems 	80%	<ul style="list-style-type: none"> ICT Explorer Sensor Challenger

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IGCSE CS Syllabus: <https://www.cambridgeinternational.org/Images/595424-2023-2025-syllabus.pdf>