Year 2023/2024

Cycle A

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Term  | Autumn 1 | Autumn 2  | Spring 1  | Spring 2  | Summer 1  | Summer 2  |
| Unit  | See table below | 4.3 | 4.4 | 4.5 | 4.2 | 4.6 | 4.7  | 4.8 |
| Year 3 & 4 Cycle A | Coding Weeks 6Programs 2Code | SpreadsheetsWeeks 6Programs2Calculate | Writing for different audiences Weeks 5Programs 2Email2Connect 2DIY | LogoWeeks 4Programs Logo | Online SafetyWeeks 2ProgramsVarious | AnimationWeeks 3Programs 2Animate  | Effective SearchWeeks 3Programs2Code | Hardware InvestigatorsWeeks2 |



Year 2024/2025

Cycle B

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Term  | Autumn 1 | Autumn 2  | Spring 1  | Spring 2  | Summer 1  | Summer 2  |
| Unit  | See table below | 3.2 | 3.3 | 3.4 | 3.5 | 3.6 | 3.7  | 3.8 |
| Year 3 & 4 Cycle B  | Coding Weeks 6Programs 2Code | Online SafetyWeeks2 ProgramsVarious | SpreadsheetsWeeks 3Programs2Calculate | Touch Typing Weeks 4Programs 2Type | Email(Email safety) Weeks 6Programs2Email2Connect 2DIY | Branching DatabasesWeeks 4Programs 2Question | SimulationsWeeks 3Programs2Code | GraphingWeeks3Programs2Graph |



Coding Lessons breakdown

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Year 3&4Cycle A2023/2024 | Accomplishing a goal in a program -Year 3 lesson 1 | Accomplishing a goal in a program -Year 4 lesson 1 | Simulating a physical system -Year 3 lesson 2 | Simulating a physical system -Year 4 lesson 6 | Debugging –Year 3 lesson 5  | Debugging – Year 4 Lesson 4  |
| Year 3&4Cycle B2024/2025 | Introducing ‘If’ statements -Year 3 lesson 4  | Variables and ‘if/else’ statements –Year 4 lesson 2  | Repetition using timer and repeat commands –Year 3 lesson 3  | Repetition and user input – Year 4 lesson 3  | Variables –Year 3 lesson 6  | Variables –Year 4 lesson 5 |