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  6  Programs  2Code | Spreadsheets  Weeks  6  Programs  2Calculate | Writing for different audiences  Weeks  5  Programs  2Email  2Connect  2DIY | Logo  Weeks  4  Programs  Logo | Online Safety  Weeks  2  Programs  Various | Animation  Weeks  3  Programs  2Animate | Effective Search  Weeks  3  Programs  2Code | Hardware Investigators  Weeks  2 |



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  6  Programs  2Code | Online Safety  Weeks  2  Programs  Various | Spreadsheets  Weeks  3  Programs  2Calculate | Touch Typing  Weeks  4  Programs  2Type | Email  (Email safety)  Weeks  6  Programs  2Email  2Connect  2DIY | Branching Databases  Weeks  4  Programs  2Question | Simulations  Weeks  3  Programs  2Code | Graphing  Weeks  3  Programs  2Graph | |



Coding Lessons breakdown

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Year 3&4  Cycle A  2023/2024 | 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&4  Cycle B  2024/2025 | 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 |