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| **Mile Post One Year 1** | **Mile Post 1 Year 2** |
| **Unit 1.1 Online Safety & Exploring Purple****Mash Number of lessons** – 4 **Programs** – Various | **Unit 2.5 Effective Searching****Number of lessons** – 3**Programs** – Browser | **Unit 1.4 Lego Builders****Number of lessons** – 3**Programs** – 2DIY | **Unit 1.1 Online Safety & Exploring Purple****Mash Number of lessons** – 4 **Programs** – Various | **Unit 1.5 Maze Explorers****Number of lessons** – 3**Programs** – 2Go | **Unit 2.4 Questioning****Number of lessons** – 5**Programs** – 2Question, 2Investigate |
| **Unit 1.9****Technology outside school****Number of lessons** – 2**Programs** – Various | **Unit 1.2 Grouping & Sorting****Number of lessons** – 2**Programs** – 2DIY | **Unit 2.6 Creating Pictures****Number of lessons** – 5**Programs** –2PaintAPicture | **Unit 2.2 Online Safety****Number of lessons** – 3**Programs** – Various | **Unit 1.6****Animated Story Books****Number of lessons** – 5**Programs** – 2Create A Story | **Unit 2.7 Making Music****Number of lessons** – 3**Programs** –2Sequence |
| **Unit 1.8 Spreadsheets****Number of lessons** – 3**Programs** –2Calculate | **Unit 1.7 Coding****Number of lessons** – 6**Programs** – 2Code | **Unit 2.1 Coding****Number of lessons** – 5**Programs** – 2Code | **Unit 2.3 Spreadsheets****Number of lessons** – 4**Programs** –2Calculate | **Unit 1.3 Pictograms****Number of lessons** – 3**Programs** – 2Count | **Unit 2.8 Presenting Ideas****Number of lessons** – 4**Programs** – Various |
| **Mile Post Two Year 1** | **Mile Post Two Year 2** |
| **Coding****Number of lessons** – 6**Main Programs** –2Code**See table below for breakdown.** | **Unit 3.2 Online safety****Number of lessons** – 3**Programs** – Various | **Unit 3.3 Spreadsheets****Number of lessons** – 3**Programs** –2Calculate | **Coding****Number of lessons** – 6**Main Programs** –2Code**See table below for breakdown.** | **Unit 4.2 Online safety****Number of lessons** – 4**Programs** – Various | **Unit 4.3 Spreadsheets****Number of lessons** – 6**Programs** –2Calculate |
| **Unit 3.4 Touch Typing****Number of lessons** – 4**Programs** – 2Type | **Unit 3.5****Email** (including email safety)**Number of lessons** – 6**Programs** – 2Email, 2Connect, 2DIY | **Unit 3.6 Branching Databases****Number of lessons** – 4**Programs** – 2Question | **Unit 4.4****Writing for different audiences****Number of lessons** – 5**Programs** – 2Email, 2Connect, 2DIY | **Unit 4.5 Logo****Number of lessons** – 4**Programs** – Logo | **Unit 4.6 Animation****Number of lessons** – 3**Programs** – 2Animate |
| **Unit 3.7 Simulations****Number of lessons** – 3**Programs** –2Simulate, 2Publish | **Unit 3.8 Graphing****Number of lessons** – 2**Programs** – 2Graph | **Unit 4.9 Making Music****Number of Lessons – 4****Main Program** – Busy Beats | **Unit 4.7 Effective Search****Number of lessons** – 3**Programs** – Browser | **Unit 4.8****Hardware Investigators****Number of lessons** – 2 | **Unit 4.9 Making Music****Number of Lessons – 4****Main Program** – Busy Beats |

##### Coding Breakdown

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| **YEAR 3 & 4 - CYCLE A** |
| Using FlowchartsUnit 3.1,Lesson 1 | Using TimersUnit 3.1,Lesson 2 | ‘If’ statementsUnit 4.1,Lesson 2 | Co-ordinatesUnit 4.1,Lesson 3 | Code, Test and Debug – Unit 3.1, Lesson 4 | Design, Code, Test and DebugUnit 4.1,Lesson 1 |
| **YEAR 3 & 4 - CYCLE B** |
| Using RepeatUnit 3.1,Lesson 3 | Repeat Until and ‘if/else’ StatementsUnit 4.1,Lesson 4 | Number VariablesUnit 4.1,Lesson 5 | Design and Make an Interactive sceneUnit 3.1, Lesson 5-6 | Making a Playable game – Unit 4.1,Lesson 6 |

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| **Mile Post Three Year 1** | **Mile Post Three Year 2** |
| **Coding****Number of lessons** – 6**Main Programs** –2Code**See table below for breakdown.** | **Unit 5.2** **Online safety****Number of lessons** – 3**Programs** - Various | **Unit 5.3 Spreadsheets****Number of lessons** – 6**Programs** –2Calculate | **Coding****Number of lessons** – 6**Main Programs** –2Code**See table below for breakdown.** | **Unit 6.2** **Online safety****Number of lessons** – 2**Programs** - Various | **Coding****Number of lessons** – 6**Main Programs** –2Code**See table below for breakdown.** |
| **Unit 5.4 Databases****Number of lessons** – 4**Programs** – 2Question, 2Investigate | **Unit 5.5 Game Creator****Number of lessons** – 5**Programs** – 2DIY 3D | **Unit 5.6 3D Modelling****Number of lessons** – 4**Programs** – 2Design and Make | **Unit 6.4 Blogging****Number of lessons** – 4**Programs** – 2Blog | **Unit 6.5 Text Adventures****Number of lessons** – 5**Programs** – 2Code, 2Connect | **Unit 6.4 Blogging****Number of lessons** – 4**Programs** – 2Blog |
| **Unit 5.7 Concept Maps****Number of lessons** – 4**Programs** – 2Connect | **Unit 6.8 Understanding Binary****Number of Lessons** –4**Main Program** – 2Code |  | **Unit 6.7 Quizzing****Number of lessons** – 6**Programs** – 2Quiz, 2DIY, Text Toolkit, 2Investigate |  |  |

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| Coding Breakdown |
| **YEAR 5 & 6 - CYCLE A** |
| Coding EfficientlyUnit 5.1,Lesson 1 | Simulating a physical systemUnit 5.1,Lesson 2 | Friction and FunctionsUnit 5.1,Lesson 4 | Introducing StringsUnit 5.1,Lesson 5 | Text Variable and ConcatenationUnit 5.1,Lesson 6 | User InputUnit 6.1,Lesson 5 |
| **YEAR 5 & 6 - CYCLE B** |
| Designing and writing a more complex programUnit 6.1, Lessons 1 & 2 | Decomposition and AbstractionUnit 5.1,Lesson 3 | Using FunctionsUnit 6.1,Lesson 3 | Flowcharts and control simulationsUnit 6.1,Lesson 4 | Text AdventureUnit 6.1,Lesson 6 |