Computing Curriculum Journey

Coding

Reception

Hello Ruby
Code-a-pillar
Beebots

Year 1

Writing algorithms
Code-a-pillar
Beebots
(Thinking ahead-
making them do what we want)
Discovery Education Unit 1– start and input events

Year 2

Discovery Education 2-using keyboard and buttons for control

Purple Mash coding

Year 3

Discovery Education Coding– sequences, simulations, if statements

Crumble kits-Diwali lights

Scratch-conversation, smoking car, music machine

Year 4

Discovery Education Coding– variables, scores, repetition and loops

Crumble kits—Nightlights

Scratch-maths quiz, music code, slug

Year 5

Discovery Education coding-speed, random numbers

Crumble kits-dragons

Scratch—counting, random words, coins

Year 6

Discovery Education Coding-variables, manipulating inputs, property values, parameters
Crumble kits-buggies
Scratch– car park barrier, toilet fan, crab maze
HTML-formatting pages, Cascading Style Sheets, background, hyperlinks

Year 7

Scratch
Micro-bits