Overview		SUBJECT	

	Autumn Term	Spring Term	Summer Term
Year 1	Toys

Writing algorithms, sequencing, find and de-bug errors, follow an algorithm, understand a programme (Physical) | Human Crane

Block of code, writing algorithms, testing, story sequence, create codes (Physical/Beebot) | Fruit Salad algorithm

Photo algorithms, directional language, transfer skills (Beebot) |
| Year 2 | PE Bots

Writing algorithms for others to use, algorithmic diagram (Physical/Beebot) | Lego Challenge

Transfer knowledge to the screen, programme for 2 robots (Beebot/iPad) | Screen Programming

Algorithmic sentence (iPad/Scratch Jr) |
| Year 3 | Algorithm for a Letter

Plan, write and debug instructions to create a letter.
Change Sprite, choose background, add text, move sprite. Print screen process, order pictures. (Scratch Jr) | Pirate Treasure Maps

Choose appropriate sprite, design map, plan route.
Introduce a line of code, use touch sprite to start function. Hide sprite function. Draw a background. Return to start function.
(Scratch Jr) | Algorithmic Sentence

Build a Times Table game. Create an algorithmic sentence. Programme more than one sprite. Add a sound file. Experiment and explore.
(Scratch Jr) |
| Year 4 | Groups of 4

Create an algorithm for the Hokey Cokey.
Make a human line of code to test programme.
Create a flow chart for the Hokey Cokey.
Explore 'repeats and loops' functions. | Lego Creature Comic

Plan, design and create a creature and a home. Photograph process. Present Photos as an algorithmic instruction. Debug structure. Create a story for creature and building. Create a comic strip using software. | Broadcast and Receive

Create stations in PE with coloured flags. Use flags as broadcast symbols. Use when sprite tapped function for broadcast symbols (Scratch Jr). Describe how broadcast and receive works. |
| Year 5 | Simple Algorithmic Story

Explore Scratch and make links to Scratch Jr. Use masks and give commands. Introduce change costume. Film the scene. Remake a Scratch Jr project using Scratch lines of code. | Human Algorithms for Broadcast and Receive.

Create 2 character for a joke, create algorithm (Scratch) Crate algorithm for class to try, debug.
Duplicate code group, add extra background. | Algorithmic Playground Game

Design and make a game for the playground (suitable for any age group) Use touch start function, change costume, introduce 'event loop'. (Scratch) |

Year 6	Flow Chart 'Tig' Revise a range of run commands. Broadcast, Repeat until etc. Crate a variable to act as a timer, programme timer with an event and forever loop.	Physical Maze Create algorithm to direct others around the maze, gather items and create 'Point Scorer'. Introduce 'Wait until…If…then,'.	Physical Games Transfer game to the computer. Break down into logical parts write algorithm. (Scratch)