Creating
Coding

Key:

i – introduced		r – reinforced		used independently		Continue development	

Creating - Coding	ES1	Stage 1		Stage 2		Stage 3	
What is Coding?	K	1	2	3	4	5	6
Introduction to coding – what is it?	i						
Simple examples of coding			i				
Examples - looking at script (page source code)				i			
SYMBOL BASED CODING							
Understanding symbol commands	K	1	2	3	4	5	6
Recognising Fwd, bwd, turn left, turn right	i						
Create Coding – Symbol based	K	1	2	3	4	5	6
Planning	i						
Program robot to move - fwd,/bwd, left/right	i						
Developing a sequence	i						
Running a sequence	i						
Modify coding - Problem solving	i						
Symbol Based Applications	K	1	2	3	4	5	6
• **iPad apps** (BeeBot/CodeAPillar/LightBox/ALEX/Kodable)	i						
• **online software**	i						
• **BeeBots**	i						
• **Edisons**				i	r		
• **Code-A-Pillar**	i						
• **Ozobots**		i	r				
• **MakeyMakey**				i	r		
• **MicroBits**						i	r
BLOCK BASED CODING	K	1	2	3	4	5	6
Planning (may be hands on for juniors)	i						
Developing a sequence	i						
Using code blocks	i						
Adding an "if" variation		i	r				
Adding "if/else"			i	r			
Include a repeat block		i	r				
Include a repeat "times" block		i	r				
Functions	i	r	r				
Parameters	i	r	r				
Create actions – simple	i	r					
Create actions – moderate				i	r		
Create actions – advanced						i	r
Block Based Applications	K	1	2	3	4	5	6
• **iPad apps** (Tynker; Daisy; Hopscotch)	i						
• **web based** (Scratch; Hour of Code/code.org)	i						
*See also Robotics							

Technology Scope & Sequence
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