



Good Shepherd Computing Software progression

2020 - 2021

KS1

	Year 1	Year 2
Daisy The Dino	All levels to be completed over two lessons with unplugged variation used to supplement.	If at all, to be used as a refresher activity/starter task. i.e looking at loops within Daisy the Dino before using loops in Scratch Jr.
Bee Bot app	Levels 1 - 6	Levels 7 – 12 + bonus farm levels
J2 Code	<ul style="list-style-type: none">• Turtle simple mode (with a whiteboard)	<ul style="list-style-type: none">• Turtle Advanced mode (with a whiteboard, only if needed)
J2 Data	<ul style="list-style-type: none">• Basic pictograms*• Block graphs <p>* After pictograms are covered in Maths lessons.</p>	<ul style="list-style-type: none">• Bar graphs• Line graphs
Code.org studio	<ul style="list-style-type: none">• Course 1 – Stage 3 – Mouse control• Course 1 – Stage 4 – Coding• Course 1 – Stage 7 – Coding• Course 1 – Stage 5 – Debugging• Course 2 – Stage 3 - Coding	<ul style="list-style-type: none">• Course 2 – Stage 10 – Debugging• Course 2 – Stage 11 – Debugging• Course 3 Stage 14 – Debugging• Course C (2020) – Lesson 5• Course C (2020) – Lesson 6• Course C (2020) – Lesson 7
Scratch JR	N/A	<ul style="list-style-type: none">• Introduction to motion and loops• Loops and looks• Animations constructed from code (revisited at different points throughout the year, based on creative curriculum topics).

KS2

	Year 3	Year 4	Year 5	Year 6
Code.org studio	<ul style="list-style-type: none"> • Course D (2020) – Lesson 4 • Course D (2020) – Lesson 15 	<ul style="list-style-type: none"> • Course E (2020) – Lesson 11 • Course E (2020) – Lesson 12 	<ul style="list-style-type: none"> • Course E (2020) – Lesson 15 • Course E (2020) – Lesson 16 • Course E (2020) – Lesson 17 	N/A
Scratch Each year group includes the blocks from prior years (bullet points are blocks)	<ul style="list-style-type: none"> • If • If/Else • Sensing/touching • Repeat/forever • Ask/Answer • Say/think • + & - operators • Sprite changes (colour/size etc.) 	<ul style="list-style-type: none"> • Broadcast & receive • Variables • Clones • Music • Coordinates based blocks • X & ÷ operators • Greater/Less than 	<ul style="list-style-type: none"> • Lists • Word based operators & Variables • Text to speech • Custom Blocks/Functions 	Artificial intelligence integration to more realistic scenarios https://machinelearningforkids.co.uk/ <ul style="list-style-type: none"> • Facial recognition for device unlock • Rock, Paper, Scissors • Face filters • Sorting hat • Make me happy
Code for life	Levels 1 - 43	Levels 44 - 60	Levels 61- 79	Levels 80 - 109
Code Club projects	N/A	<ul style="list-style-type: none"> • Scratch Module 1 <ul style="list-style-type: none"> ○ Rock band ○ Lost in space ○ Ghostbusters ○ Chatbot • Scratch Module 2 <ul style="list-style-type: none"> ○ Brain game 	<ul style="list-style-type: none"> • HTML & CSS Module 1 • HTML & CSS Module 2 • Scratch Module 2 <ul style="list-style-type: none"> ○ Catch the dots ○ Clone wars 	<ul style="list-style-type: none"> • Python Module 1 • Python Module 2 • Scratch Module 3 <ul style="list-style-type: none"> ○ Cats

J2 Code	N/A	N/A	<ul style="list-style-type: none">• Turtle – Shapes i.e square/triangle etc.• Scenes i.e house comprised of squares, rectangles and triangles.	N/A
CodeMoji	N/A	N/A	<ul style="list-style-type: none">• Beginner HTML• Beginner CSS	N/A