Year Group	Learning Area	Coverage	Vocabulary	End of Term Outcome
Year 6	Scratch - Animated Stories	• To select appropriate characters to match a scene. • To animate characters with movement and speech in a story scene. • To use broadcast and receive blocks correctly in code. • To use show and hide blocks correctly in code.	Design, write, debug, sequence, selection, systems, decomposing, backdrops, input, output, logical reasoning, detect, coding, animations, backdrop, scenes, key press, functionality, evaluate	**Outcome:** Children create a short animated story.
Year 5	Scratch - Developing Games	• To move blocks as part of an algorithm. • To edit blocks as part of an algorithm. • To program an algorithm as a sequence of game instructions with actions and consequences. • To add additional effects and features, such as sound or point scoring, to enhance the appeal of a game.	algorithm, sequence, selection, repetition, input, output, decomposing, controlling, systems, simulating, debug, variables, detect, errors, design, coding, evaluate	**Outcome:** Children can use Scratch to build and edit algorithms for simple games.
Year 4	Scratch – Questions and Quizzes	• Write a program which accomplishes a specific goal. • Create a program that includes a logical sequence. • Debug a program they have written. • Use repetition and selection. • Work with variables and adjust these depending on the effect.	Content, decomposing, debug, programs, commands, sequence, visual effects, repetition, variables (colour, size, shape), context, evaluate	**Outcome:** Children can use scratch to write quizzes by combing questions.
Year 3	Programming Turtle Logo and Scratch	• To Create and debug algorithms to draw regular polygons using the repeat command/ block (Turtle Logo and Scratch). • Draw shapes with spaces between using penup and pendown (Turtle Logo). • Change and alter the pen settings (Scratch).	design, debug, programs, selection, algorithms, errors, repetition, develop, commands, logical reasoning, evaluate	**Outcome:** Children can create and debug algorithms using a selection of blocks
Year 2	Programming Turtle Logo and Scratch	• Draw lines of different lengths using the forward (fd) command. • Move blocks into the Scripts Area. • Snap blocks together to combine commands.	algorithms, behaviour, instructions, programs, predict, debug, create, degrees, right, left, turn, evaluate	**Outcome:** Children further develop algorithms using the "repeat" command and begin to create and debug algorithims
Year 1	Programming Toys	• Create step-by-step instructions using pictures. • Write and follow detailed step-by-step instructions. • Direct a Bee-Bot to a toy; • Program a Bee-Bot, one instruction at a time, using the arrow buttons.	Algorithims, instructions, simple, digital, device, arrows, sequence, debug (mistakes), programming, improve, evaluate	**Outcome:** Children can create simple algorithms to control a device.
Reception	Programming Toys	• Create step-by-step instructions using pictures. • Write and follow detailed step-by-step instructions. • Can understand that information can come from computers.	Instructions, simple, , device, arrows, debug (mistakes), improve,	**Outcome:** With support from teacher, children can collectively control a device using step-by-step instructions.
Nursery	Programming Toys	• To understand that toys can have moving parts • To follow simple instructions • To understand that information can come from computers		**Outcome:** With support from teacher, children can collectively control a device using step-by-step instructions.