Year	Unit and Lesson	Key learning/content
Year 3	Unit 3a Lesson 1: Alien sequences	Learn how to program a sequence of actions, making different pieces of code execute at different times
Year 3	Unit 3a Lesson 2: Space travel	Practise using time to program a sequence of actions and make simple animation
Year 3	Unit 3a Lesson 3: Traffic lights	Learn how to program a sequence of objects to appear and disappear at specific times to simulate a physical system
Year 3	Unit 3a Lesson 4: Bugs in the garden	Practise using time to program a sequence of actions and make simple animation
Year 3	Unit 3a Lesson 5: Your own app	Learn to design, write and debug your own app; practise using time in code to create an animation
Year 3	Unit 3a Lesson 6: Your own app (advanced)	Learn to design, write and debug your own app; add different events to make things happen and program actions in a sequence.
Year 3	Unit 3b Lesson 1: That's amazing!	Learn how to use conditional 'if' statements to program a maze game
Year 3	Unit 3b Lesson 2: That's amazing! (tablet/iPad)	Learn how to use conditional 'if' statements to program a maze game; learn to use the tip function to move the ball when the tablet/iPad tips.
Year 3	Unit 3b Lesson 3: Hungry snake	Learn how to use conditional 'if' statements to program a simple game; use 'if hit' statements to check if objects have collided
Year 3	Unit 3b Lesson 4: Hungry octopus	Practise using conditional 'if' statements to program a simple game on a tablet/iPad; use 'if…hit' statements to check whether objects have collided
Year 3	Unit 3b Lesson 5: Your own app	Learn to design and make your own app; practise using conditional events in code and debugging code when there is a problem.
Year 3	Unit 3b Lesson 6: Your own app (advanced)	Learn to design and make your own app. Practise using conditionalevents in code and debugging code when there is a problem.
Year 3	Unit 3s Lesson 1: Burst the bubbles	Learn how to combine start events and click events to make a simple game
Year 3	Unit 3s Lesson 2: Up in the air (PC/Mac)	Learn how to program an object to change direction when different keys are pressed on a keyboard
Year 3	Unit 3s Lesson 3: Fly a helicopter	Learn how to program buttons to move another object around
Year 4	Unit 4a Lesson 1: Pop game	Learn how to use variables to keep track of the score in a game
Year 4	Unit 4a Lesson 2: Catch the coconuts	Practise using variables to keep track of the score in a game; practise using conditional events in your code
Year 4	Unit 4a Lesson 3: Shop till	Learn how to count and total up objects and prices, simulating a shop till

Year 4	Unit 4a Lesson 4: Pirate gold	Practise using variables to keep track of the score in a game designed for an iPad/tablet; practise using conditional events in your code
Year 4	Unit 4a Lesson 5: Healthy eating	Practise using variables to keep track of the score in a game; practise using conditional events in your code
Year 4	Unit 4a Lesson 6: Your own app (advanced)	Learn how to design and make your own app. Practise using variables and conditionalevents in code and debugging when there is a problem.
Year 4	Unit 4b Lesson 1: Why use a loop?	Learn how to use a loop to do something repeatedly in a program and create a timer
Year 4	Unit 4b Lesson 2: Stopwatch	Practise using a loop to do something repeatedly and make a stopwatch
Year 4	Unit 4b Lesson 3: Countdown timer	Practise using a loop to make a simple countdown timer
Year 4	Unit 4b Lesson 4: Loops in Space	Learn how to use a loop to make a space animation
Year 4	Unit 4b Lesson 5: Animations with loops	Learn how to use loops to create animations that repeat infinitely
Year 4	Unit 4b Lesson 6: Your own app (advanced)	Learn to design and make your own app. Practice using repetition and loops in code and debugging code when there is a problem.
Year 4	Unit 4s Lesson 1: Burst the bubbles	Learn how to combine start events and click events to make a simple game
Year 4	Unit 4s Lesson 2 Up in the air (PC/Mac)	Learn how to program an object to change direction when different keys are pressed on a keyboard
Year 4	Unit 4s Lesson 3: Fly a helicopter	Learn how to program buttons to move another object around
Year 4	Unit 4s Lesson 4: Space travel	Practise using time to program a sequence of actions and make simple animation
Year 4	Unit 4s Lesson 5: That's amazing!	Learn how to use conditional 'if' statements to program a maze game
Year 4	Unit 4s Lesson 6: Hungry snake	Learn how to use conditional 'if' statements to program a simple game; use 'if hit' statements to check if objects have collided
Year 5	Unit 5a Lesson 1: Faster and slower	Learn how to set values in code to program the speed of an object
Year 5	Unit 5a Lesson 2: Simple driving game	Learn how to change an object's direction and heading, to create a driving game
Year 5	Unit 5a Lesson 3: Around the world	Practise changing an object's direction and heading to create a sailing game. Learn to change its co-ordinates to move it around.
Year 5	Unit 5a Lesson 4: (Parachuting cows iPad/tablet)	Learn to make an object rotate to the orientation (angle) of an iPad

Year 5	Unit 5a Lesson 5: Driving game	Learn how to set friction to effect the speed and movement of a car in a driving game
Year 5	Unit 5a Lesson 6: (Your own app)	Learn to design and make your own app; practise assigning values in code to control the movement of objects.
Year 5	Unit 5b Lesson 1: Making random numbers	Learn how to make and use random numbers in your apps
Year 5	Unit 5b Lesson 2: Caterpillar catcher	Learn how to code a game that uses random numbers to move objects in random directions
Year 5	Unit 5b Lesson 3: Cross the road	Practise writing code which uses random numbers to move objects at random speeds, and then create a game
Year 5	Unit 5b Lesson 4: Ping pong	Learn how to create a tennis game, using random directions
Year 5	Unit 5b Lesson 5: Pinball	Learn how to create a pinball app, using random directions
Year 5	Unit 5b Lesson 6: Your own app	Learn how to program your own app, choosing your own objects and events; practice using random numbers to control the movement of objects
Year 5	Unit 5s Lesson 1: Burst the bubbles	Learn how to combine start events and click events to make a simple game
Year 5	Unit 5s Lesson 2 Up in the air (PC/Mac)	Learn how to program an object to change direction when different keys are pressed on a keyboard
Year 5	Unit 5s Lesson 3: Fly a helicopter	Learn how to program buttons to move another object around
Year 5	Unit 5s Lesson 4: Space travel	Practise using time to program a sequence of actions and make simple animation
Year 5	Unit 5s Lesson 5: That's amazing!	Learn how to use conditional 'if' statements to program a maze game
Year 5	Unit 5s Lesson 6: Hungry snake	Learn how to use conditional 'if' statements to program a simple game; use 'if hit' statements to check if objects have collided
Year 5	Unit 5s Lesson 7: Pop game	Learn how to use variables to keep track of the score in a game
Year 5	Unit 5s Lesson 8: Loops in Space	Learn how to use a loop to make a space animation
Year 6	Unit 6a Lesson 1: Area calculator	Learn how to use variables and formulae in code to create an area calculator
Year 6	Unit 6a Lesson 2: Unit conversion (cm to inches)	To learn how to code functions which use formulae to convert one measurement into another
Year 6	Unit 6a Lesson 3: Unit conversion (miles to km)	Learn how to use variables in more complex ways to make a unit conversion app, converting miles to kilometres
Year 6	Unit 6a Lesson 4: Maths challenges using variables	Learn how to use variables and loops to solve maths challenges.

Year 6	Unit 6a Lesson 5: Clock apps	Learn how to find the current time and create clock apps.
Year 6	Unit 6a Lesson 6: Your own app	Learn how to program your own app, choosing your own objects and events; practise using formula in your code.
Year 6	Unit 6b Lesson 1: Sheepdog	Learn to make a game that moves objects around by getting information from events and setting object parameters.
Year 6	Unit 6b Lesson 2: Football	Learn to make a football game by setting an object's parameters from the values returned by a swipe/drag event
Year 6	Unit 6b Lesson 3: Space travel	Learn how to move objects around the screen by accessing and changing their parameters
Year 6	Unit 6b Lesson 4: Don't feed the birds	Create a game moving objects around the screen by accessing and changing their parameters
Year 6	Unit 6b Lesson 5: Golf game	To create a golf game moving objects around the screen by accessing and changing their parameters
Year 6	Unit 6b Lesson 6: Your own app	Learn how to program your own app, choosing your own objects and events; practise writing code that detects values to set parameters.
Year 6	Unit 6s Lesson 1: Burst the bubbles	Learn how to combine start events and click events to make a simple game
Year 6	Unit 6s Lesson 10: Simple driving game	Learn how to change an object's direction and heading to create a driving game
Year 6	Unit 6s Lesson 11: Caterpillar catcher	Learn how to code a game that uses random numbers to move objects in random directions
Year 6	Unit 6s Lesson 2 Up in the air (PC/Mac)	Learn how to code an object to change direction when different keys are pressed on a keyboard
Year 6	Unit 6s Lesson 3: Fly a helicopter	Learn how to program buttons to move another object around
Year 6	Unit 6s Lesson 4: Space travel	Practise using time to program a sequence of actions and make simple animation
Year 6	Unit 6s Lesson 5: That's amazing!	Learn how to use conditional 'if' statements to program a maze game
Year 6	Unit 6s Lesson 6: Hungry snake	Learn how to use conditional 'if' statements to program a simple game; use 'if hit' statements to check if objects have collided
Year 6	Unit 6s Lesson 7: Pop game	Learn how to use variables to keep track of the score in a game
Year 6	Unit 6s Lesson 8: Loops in Space	Learn how to use a loop to make a space animation

Year 6	Unit 6s Lesson 9: Faster and slower	In this lesson children will begin to develop an understanding of the relationship between values used in code and the action of the object they relate to. They will explore setting values in code to program the speed of an object.