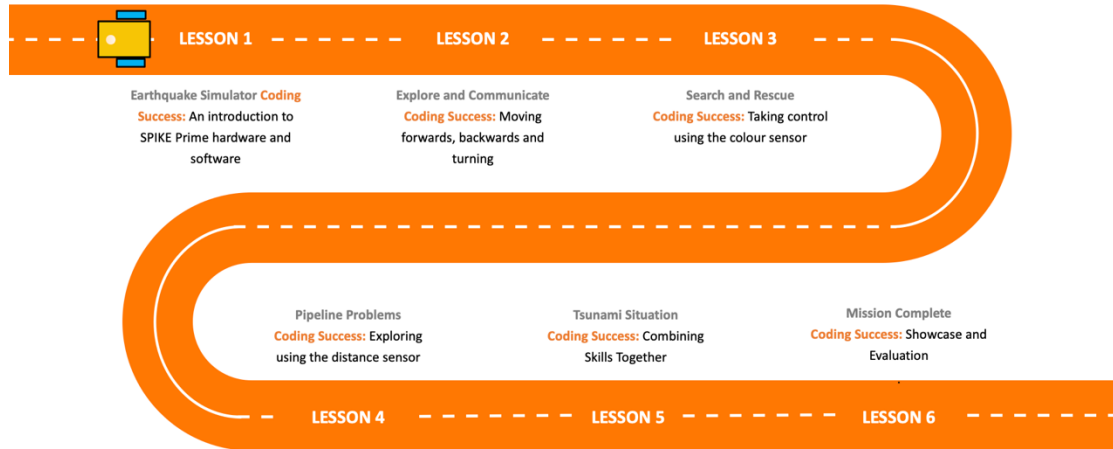


## YOUR ROUTE THROUGH THE LESSONS



The CODING SUCCESS lessons have been designed to be used as flexibly as possible so that teachers can meet the needs of their pupils and the activities can be used according to individual teacher's preferred teaching style and/or level of confidence with coding. The timings are simply a guide.

The national curriculum expectations for coding have been referenced throughout the lessons but we know that it is so important to set the right level of challenge and support for pupils.

Through our experiences of teaching young people, we know that there are times when pupils are ready to surge ahead in their learning but also times when those same children will need extra consolidation. We have added suggestions for support or challenge within each lesson and for lessons 2 to 5 we have created a plan for beginners to coding and a plan for those who are ready for more advanced learning. Both share the same contexts and aims so it's OK to move between the two levels if that's best for your pupils.

Beginner (B)	Advanced (A)
<b>LESSON 1</b> Explore the power of coding through the SPIKE Prime app	
<b>LESSON 2B</b> Program a robot vehicle to get it moving and turning using word blocks	<b>LESSON 2A</b> Program a robot vehicle to get it moving and turning using word blocks <b>AND the gyro sensor</b>
<b>LESSON 3B</b> Program a colour sensor, an extra motor and use variables	<b>LESSON 3A</b> Program a colour sensor, an extra motor and use variables <b>with Boolean expressions</b>
<b>LESSON 4B</b> Control both a colour and a distance sensor using word blocks	<b>LESSON 4A</b> Begin to program with a <b>text-based programming language (Python)</b> through the use of a distance sensor
<b>LESSON 5B</b> Solve problems by programming with word blocks	<b>LESSON 5A</b> Solve problems by <b>programming with Python</b>
<b>LESSON 6</b> Evaluation and assessment of learning	