Exemplar

Predominant Computing strand*	
	Computer Science
	Information Technology
	Digital Literacy
Most units will include aspects of all strands	

Year 3\4 – Cycle A

Unit Number	Title	# of lessons	Tools
See table below for breakdown	Coding	6	2Code
3.2	Online safety	3	Various
3.3	Spreadsheets	6	2Calculate
3.5	Email	6	2Email, 2Connect, 2DIY
3.6	Branching Databases	4	2Question
3.7	Simulations	3	2Simulate, 2Publish
3.8	Graphing	2	2Graph
3.10	micro:bits	4	Free code micro:bit

Year 3\4 – Cycle B

Unit Number	Title	# of lessons	Tools
See table below for breakdown	Coding	6	2Code
4.2	Online safety	4	Various
4.4	Writing for different audiences	5	2Email, 2Connect, 2DIY
4.5	Logo	4	2Logo
4.6	Animation	3	2Animate
4.7	Effective Search	3	Internet Browser
4.8	Hardware Investigators	2	
3.9	Presenting (with Microsoft PowerPoint or Google Slides	5 or 6 (version dependent)	MS PowerPoint or Google Slides

Coding Breakdown

YEAR 3 & 4 - CYCLE A					
Using Flowcharts Unit 3.1, Lesson 1	Using Timers Unit 3.1, Lesson 2	'if' statements Unit 4.1, Lesson 2	Coordinates Unit 4.1, Lesson 3	Code, Test and Debug – Unit 3.1, Lesson 4	Design, Code, Test and Debug Unit 4.1, Lesson 1
YEAR 3 & 4 - CYCLE B					
Using Repeat Unit 3.1, Lesson 3	Repeat Until and 'if/else' Statements Unit 4.1, Lesson 4	Number Variables Unit 4.1, Lesson 5	Design and Make an Interactive scene Unit 3.1, Lesson 5-6		Making a Playable game – Unit 4.1, Lesson 6

Additional Units

You may choose to do these in addition to or instead of any of the above units. They have not been included above due to the number of weeks in a school year and the number of weeks for each unit.

Unit Number	Title	Number of lessons	Tools
3.4	Touch Typing	4	2Type
4.9	Making Music	4	Busy Beats
4.10	Artificial Intelligence	4	
4.11	micro:bits	4	Free code micro:bit