Exemplar

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

Year 5\6 – Cycle A

Unit Number	Title	# of lessons	Tools
See table below for breakdown	Coding	6	2Code
5.2	Online safety	3	Various
5.3	Spreadsheets	6	2Calculate
5.4	Databases	4	2Investigate
5.5	Game Creator	5	2DIY 3D
5.6	3D Modelling	4	2Design and Make
5.7	Concept Maps	4	2Connect

Year 5\6 – Cycle B

Unit Number	Title	# of lessons	Tools
See table below for breakdown	Coding	6	2Code
6.2	Online safety	2	Various
6.4	Blogging	4	2Blog
5.9	Using External Devices	6	2Code Purple Chip
6.6	Networks	3	
6.7	Quizzing	6	2Quiz, 2DIY, Text Toolkit, 2Investigate, 2Survey

Coding Breakdown

YEAR 5 & 6 - CYCLE A					
Coding Efficiently Unit 5.1, Lesson 1	Simulating a physical system Unit 5.1, Lesson 2	Friction and Functions Unit 5.1, Lesson 4	Introducing Strings Unit 5.1, Lesson 5	Text Variable and Concatenation Unit 5.1, Lesson 6	User Input Unit 6.1, Lesson 5
YEAR 5 & 6 - CYCLE B					
Designing and writing a more complex program Unit 6.1, Lessons 1 & 2		Decomposition and Abstraction Unit 5.1, Lesson 3	Using Functions Unit 6.1, Lesson 3	Flowcharts and control simulations Unit 6.1, Lesson 4	Text Adventure Unit 6.1, 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
5.8	Word processing (with Microsoft Word or Google Docs)	8	MS Word or Google Docs
5.10	micro:bit	4	Free code micro:bit
6.5	Text Adventures	5	2Code, 2Connect
6.8	Understanding Binary	4	2Code
6.9	Spreadsheets (with Microsoft Excel or Google Sheets)	8	MS Excel or Google Sheets