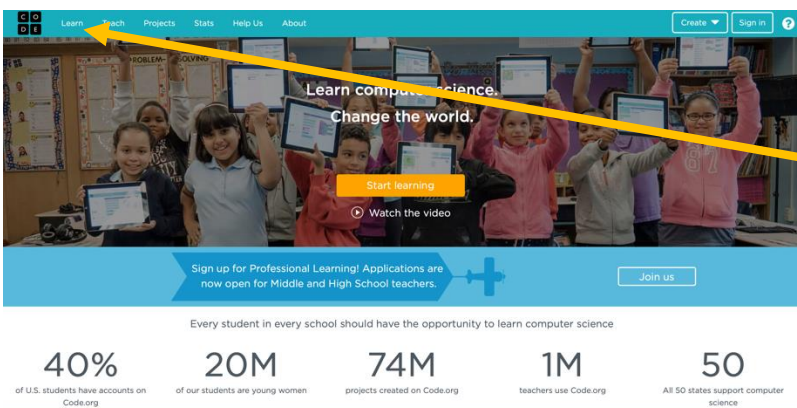


Code.org.

Please find attached some instructions for using code.org. This site is the resource that we use to teach the coding part of our Computing Curriculum. Code.org is a free resource and can be accessed on tablet, laptop and mobile phones.

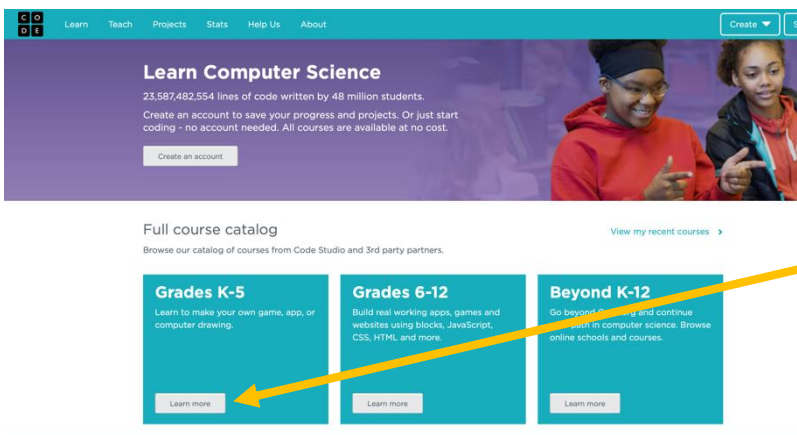
- Course A is for Year 1
- Course B is for Year 2
- Course C is for Year 3
- Course D is for Year 4
- Course E is for Year 5
- Course F is for Year 6

Please find attached the instructions for using code.org



Step 1: type in code.org into your search bar.

Step 2: When the site has loaded please click on the **learn** tab.



Step 3: Click on the learn more box in the Grades K- 5 box.

Computer Science Fundamentals for Elementary Schools

For pre-readers in elementary school classrooms

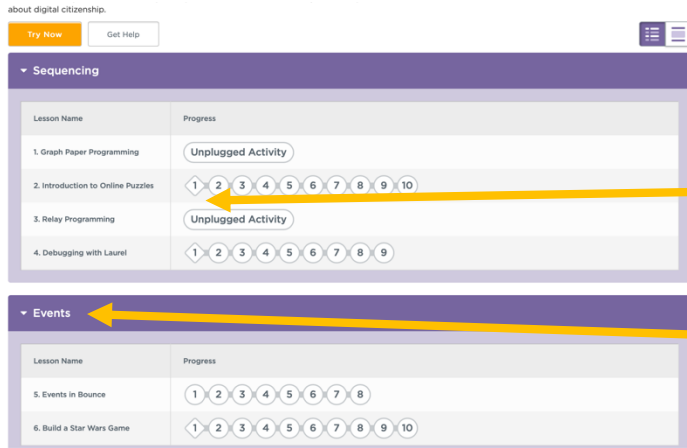
 Course A An introduction to computer science for pre-readers. Ages: 4-7	 Course B An introduction to computer science for pre-readers. (Similar to Course A, but with more variety for older students.) Ages: 5-8
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For older students in elementary school classrooms

 Course C Learn the basics of computer science and create your own art, stories, and games. Ages: 6-10	 Course D Quickly cover concepts from Course C, then go further with algorithms, nested loops, conditionals, and more. Ages: 7-11	 Course E Quickly cover concepts in Course C & D and then go further with functions. Ages: 9-12	 Course F Learn all the concepts in Computer Science Fundamentals and create your own art, story or game. Ages: 9-13
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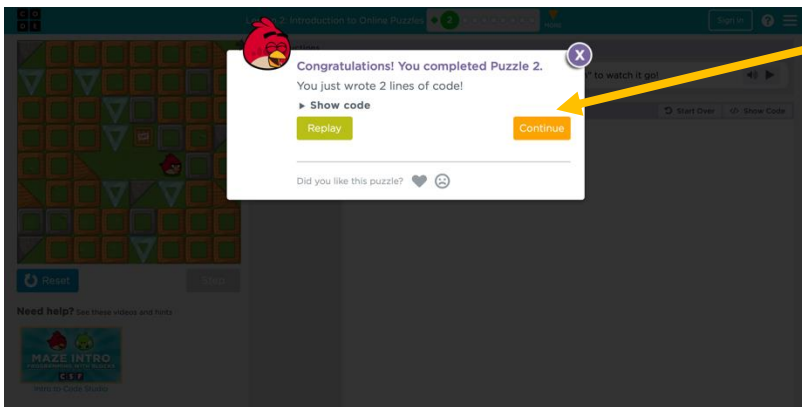
Step 4: Scroll down until you see this screen. Then click on the Correct course for your child's year group.

- Course A is for Year 1
- Course B is for Year 2
- Course C is for Year 3
- Course D is for Year 4
- Course E is for Year 5
- Course F is for Year 6

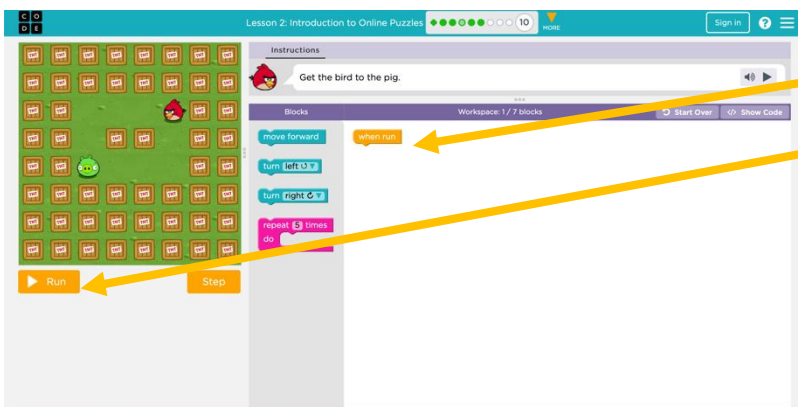


Step 5: When you click into a Course you will see this screen. Your child will need to complete the activities which are listed below. To start an activity click on the number.

Please only complete the activities listed below. The titles are shown here.



Step 6: When your child has finished a task they need to click the continue to move onto the next task.



Step 7: Your child will need to drag and drop the instructions. Don't forget to press run!

Step 8: Keep going until all the tasks at the top are completed.

If you can screenshot the end of the tasks so your child's teacher can see how they got on.

Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Sequencing	Sequencing	Sequencing and Binary	Sequencing and Binary	Ramp Up Sprites Digital Citizenship.	Ramp Up, Variables and Data
Loops and Events	Loops and Events	Loops and Events	Events, Loops and Conditionals	Impacts of Computing Nested Loops and Functions.	For Loops and Sprites

