BESPOKE CURRICULUM
Order of Learning

Make computing the most exciting subject at your school!

Pupils build on prior learning!

EDUTAINMENT Learn whilst having fun!

{JAM} CODING™ BESPOKE CURRICULUM

RECEPTION → YEAR 6

Stretch and Challenge with KS3 Content

Half Term 1	Coding Cats & Dogs	Game Making	Solving Problems with Algorithms	Physical Systems Coding Recycled Musical Instruments	Arcade Gaming	Robotics	Python Chat Bot and Quiz
Half Term 2	Creative Computing	Animation	School Radio Show	Multimedia Quiz	Video Editing - Try not to Laugh	Photo Editing - Movie Stars	Internal Computer Components
Half Term 3	Awesome Animations	Online Treasure Hunt	Gathering Data - Online Research	Computer Aided Design - Game Characters	History of Computing	Web Design	Artificial Intelligence (Very suitable for Y5/6)
Half Term 4	Terrific Technology	Presenting Our Community	Presenting Data - Spreadsheets and Databases	Analysing Data Game Competition	Collecting and Analysing Data - Local Transport	Lemonade Stand Game Hacking with Data Analysis	Coming Soon
Half Term 5	Creative Creature Coding	Coding A Story	Game Design Scratch	Coding a Quiz - Visual Programming	Physical Computing Gaming	Arcade Gaming - Advanced Visual Programming	Coming Soon
Half Term 6	Online Safety Creations	Online Safety Comic Creator	Digital Citizenship - Podcasters	Digital Citizenship - Game Designers	Digital Citizenship - Influencers	Digital Citizenship - Web Designers	Coming Soon

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