

# Year Group Breakdown

<i>Year Group</i>	<i>Units</i>	<i>Lessons</i>
1	Unit 1a - On the move	Lesson 1 - Making things move Lesson 2 - Fairy stories Lesson 3 - Click and go Lesson 4 - Another planet Lesson 5 - Your own app (start) Lesson 6 - Your own app (click)
	Unit 1b - Simple inputs	Lesson 1 - Burst the bubbles Lesson 2 - Catch the fish Lesson 3 - Magic castle Lesson 4 - Emergency! Lesson 5 - My own app (click and start) Lesson 6 - My own app (add events) Lesson 7 - Debugging exercises
2	Unit 2s - Recap 1a & 1b	Lesson 1 - Fairy stories Lesson 2 - Burst the bubbles Lesson 3 - Magic castle
	Unit 2a - Different sorts of input	Lesson 1 - Using the keyboard Lesson 2 - Red Riding Hood Lesson 3 - Snow White Lesson 4 - Up in the air Lesson 5 - Shark attack Lesson 6 - Your own app
	Unit 2b - Buttons and instructions	Lesson 1 - Fly a helicopter Lesson 2 - Find the Princess' necklace Lesson 3 - Find my cat! Lesson 4 - Hungry Migbod Lesson 5 - Your own app Lesson 6 - Your own app (choose events) Lesson 7 - Debugging exercises
3	Unit 3s - Recap 1a to 2b	Lesson 1 - Burst the bubbles Lesson 2 - Up in the air Lesson 3 - Fly a helicopter
	Unit 3a - Sequence and animation	Lesson 1 - Alien sequences Lesson 2 - Space travel Lesson 3 - Traffic lights Lesson 4 - Bugs in the garden Lesson 5 - Your own app Lesson 6 - Your own app (advanced)

3	Unit 3b - Conditional events (selection)	Lesson 1 - That's amazing Lesson 2 - That's amazing (iPad) Lesson 3 - Hungry snake Lesson 4 - Hungry octopus Lesson 5 - Your own app Lesson 6 - Your own app (advanced) Lesson 7 - Debugging exercises
4	Unit 4s - Recap 1a to 3b	Lesson 1 - Burst the bubbles Lesson 2 - Up in the air Lesson 3 - Fly a helicopter Lesson 4 - Space travel Lesson 5 - That's amazing Lesson 6 - Hungry snake
	Unit 4a - Introduction to variables	Lesson 1 - Pop game Lesson 2 - Catch the coconuts Lesson 3 - Shop till Lesson 4 - Pirate gold Lesson 5 - Healthy eating Lesson 6 - Your own app (advanced) Lesson 7 - Debugging exercises
	Unit 4b - Repetition and loops	Lesson 1 - Why use a loop? Lesson 2 - Stopwatch Lesson 3 - Countdown Timer Lesson 4 - Loops in space Lesson 5 - Animation with loops Lesson 6 - Your own app (advanced)
5	Unit 5s - Recap 1b, 2a, 2b & 3a	Lesson 1 - Burst the bubbles Lesson 2 - Up in the air Lesson 3 - Fly a helicopter Lesson 4 - Space Travel Lesson 5 - That's amazing Lesson 6 - Hungry Snake Lesson 7 - Pop game Lesson 8 - Loops in space
	Unit 5a - Speed, direction and coordinates	Lesson 1 - Faster and slower Lesson 2 - Simple driving game Lesson 3 - Around the world Lesson 4 - Parachuting cows (ipad) Lesson 5 - Driving game Lesson 6 - Your own app Lesson 7 - Debugging exercises
	Unit 5b - Random numbers and simulations	Lesson 1 - Making random numbers Lesson 2 - Caterpillar catcher Lesson 3 - Cross the road Lesson 4 - Ping pong Lesson 5 - Pinball Lesson 6 - Your own app

6	Unit 6s - Recap 1a to 3b	Lesson 1 - Burst the bubbles Lesson 2 - Up in the air Lesson 3 - Fly a helicopter Lesson 4 - Space Travel Lesson 5 - That's amazing Lesson 6 - Hungry Snake Lesson 7 - Pop game Lesson 8 - Loops in space Lesson 9 - Faster and slower Lesson 10 - Simple driving game Lesson 11 - Caterpillar catcher
	Unit 6a - More complex variables	Lesson 1 - Area calculator Lesson 2 - Unit conversion (cm to inches) Lesson 3 - Unit conversion (miles to km) Lesson 4 - Maths challenges using variables Lesson 5 - Clock apps Lesson 6 - Your own app Lesson 7 - Debugging exercises
	Unit 6b - Object properties	Lesson 1 - Sheepdog Lesson 2 - Football Lesson 3 - Space travel Lesson 4 - Don't feed the birds Lesson 5 - Golf game Lesson 6 - Your own app