



## Year 1 – Foundations of Coding

### Core Tools

- 2Go
- 2Code (Chimp level)

### Key Learning Outcomes

- Understand that computers follow instructions (algorithms)
- Use 2Go to give simple directional commands
- Build simple sequences in 2Code
- Explore cause-and-effect through basic blocks
- Begin debugging simple errors

## Year 2 – Building Simple Programs

### Core Tools

- 2Go
- 2Code (Chimp & early Gibbon)

### Key Learning Outcomes

- Create multi-step algorithms
- Use blocks to control movement, sound, and simple animations
- Begin using repetition
- Predict program outcomes
- Debug with increasing independence

## Year 3 – Developing Logical Thinking

### Core Tools

- 2Code (Gibbon)
- 2Logo (introduction)

### Key Learning Outcomes

- Use sequences, simple selection, and basic variables
- Understand inputs and outputs
- Break tasks into smaller steps (decomposition)
- Use 2Logo to draw shapes and explore procedural thinking

## Year 4 – Expanding Programming Concepts

### Core Tools

- 2Code (Gibbon & Gorilla)
- 2Logo

### Key Learning Outcomes

- Build programs using events, loops, selection, and variables
- Create multi-object programs (e.g., games)
- Use logical reasoning to explain how code works
- Create more complex patterns and procedures in 2Logo

## Year 5 – Applying Skills to Larger Projects

### Core Tools

- 2Code (Gorilla)
- 2Logo (advanced)

### Key Learning Outcomes

- Combine loops, variables, and selection effectively
- Use functions (custom blocks) to organise code
- Create interactive games, quizzes, and animations
- Explore more advanced 2Logo commands
- Understand algorithmic concepts (e.g., search/sort) at a conceptual level

## Year 6 – Preparing for Secondary Coding

### Core Tools

- 2Code (Gorilla & advanced challenges)
- 2Logo
- Purple Mash transition resources (text-based logic)

### Key Learning Outcomes

- Design and debug complex, multi-step programs
- Use multiple variables, nested selection, and functions
- Create multi-level games or simulations
- Begin exploring text-based coding concepts
- Evaluate and refine programs based on testing and feedback