



Week	Learning Experience	Discrete		
	Programming	Literacy	Maths	Other
1	COLD TASK - defining the terms related to programming.	Esio Trot Character description work	Place value review	Science- winter walk PE E-safety
2	Create instructions using pictures. Know importance of being precise when writing an algorithm. Be able to give instructions.	Esio Trot Planning and writing an adventure story.	Geometry - position and direction	PE E-Safety
3	Program a Bee-Bot. Be able to debug a Bee-Bot. Program a sequence to make a Bee-Bot move. HOT TASK - complete their knowledge organiser of programming terminology.	The Troll Instructional writing.	Multiplication	PE E-Safety