Computer Science at St. Andrew's using Code.org

Year 1
Course A
Number of lessons: 13

Students will learn to program using commands like loops and events. The lessons featured in this course also teach students to meaningfully collaborate with others, investigate different problem-solving techniques, persist in the face of challenging tasks, and learn about internet safety.

Year 2
Course B
Number of lessons: 13

Students learn more sophisticated unplugged activities and work through a greater variety of puzzles. Students will learn the basics of programming, collaboration techniques, investigation and critical thinking skills, persistence in the face of difficulty, and internet safety.

Year 3
Course C
Number of lessons: 16

Students will create programs with sequencing, loops, and events. They will investigate problem-solving techniques and develop strategies for building positive communities both online and offline. By the end of the course, students will create interactive games that they can share.

Year 4
Course D
Number of lessons: 17

The course begins with a review of the concepts found in earlier courses, including loops and events. Afterward, students will develop their understanding of algorithms, nested loops, while loops, conditionals, and more.

Year 5
Course E
Number of lessons: 18

Students will learn to make fun, interactive projects that reinforce what they'll learn about online safety. Following these lessons, students will engage in more complex coding. Students will learn about nested loops, functions, and conditionals.

Year 6
Course F
Number of lessons: 20

The course begins by looking at how users make choices in the apps they use. Students then learn to make a variety of Sprite Lab apps that also offer choices for the user. In the later lessons in the course, students will learn more advanced concepts, including variables and "for" loops.