CODEFLIX™ CURRICULUM: YEARS 1-2

Digital Technologies Curriculum Alignment

Codeflix is designed to deliver the building blocks of coding for students throughout their primary and early secondary journey. Learning pathways can be tailored to class capability and existing knowledge levels. Learning to code is like learning another language – there is a learning curve, and it requires regular practice to embed learnings. Codeflix teaches core coding concepts through fun digital projects that increase in difficulty. Students build their confidence and capability by applying similar concepts through a wide range of coding languages and platforms.

YEARS 1-2 Curriculum:

Students learn introductory computational thinking by using and describing algorithms that include sequences of instructions and decisions, and by using digital systems to produce simple solutions. They have opportunities to experience and develop their skills in using different components like a mouse, touchpad and keyboard.

ACT9TDI2K01
Students identify and explore digital systems and their components for a purpose

ACT9TDI2P01
Students investigate simple problems for known users that can be solved with digital systems

ACT9TDI2P02
Students follow and describe algorithms involving a sequence of steps, branching (decisions) and iteration (repetition).

ACT9TDI2P04
Students use the basic features of common digital tools to create, locate and communicate content.

Coding Languages and available projects for students in years 1-2

Block Coding

SCRATCH
26 Videos

GRADES: 02-06	RANGE: Beg-Adv

Project breakdown:
INTRODUCTORY: 8 Videos
BEGINNER: 8 Videos
INTERMEDIATE: 7 Videos
ADVANCED: 3 Videos

MINECRAFT
35 Videos

GRADES: 02-06	RANGE: Beg-Adv

Project breakdown:
BEGINNER: 21 Videos
INTERMEDIATE: 11 Videos
ADVANCED: 3 Videos

MICRO:BIT
8 Videos

GRADES: 02-06	RANGE: Beg-Adv

Project breakdown:
BEGINNER: 3 Videos
INTERMEDIATE: 5 Videos

Additional Lessons due for release in early 2025