

LEGO® Education Computer Science Scope & Sequence

	Physical Computing	Icon Blocks			Word Blocks			Python
	Grade K Coding Express StoryTales	Grade 1 SPIKE™ Essential	Grade 2 SPIKE™ Essential	Grade 3 SPIKE™ Essential	Grade 4 SPIKE™ Essential	Grade 5 SPIKE™ Essential	Grade 6-12 SPIKE™ Prime	
Exploring Looping Concepts	Introduction to Looping O-Shaped Track Characters Music Journeys	Repeat Loop (Count) Cave Car Animal Alarm Fast Lane Classic Carousel Perfect Swing Twirling Teacups Treehouse Camp	Forever Loop (Infinite) Treehouse Camp Illumination	Repeat Loop (Count) Taxi Taxi High Stick Hockey Junior Pinball Good Morning Machine Big Little Helper High Tech Playground Trash Monster Machine Winning Goal	Repeat Loop (Count) Broken Place Your Order Break Dance Repeat 5 Times Veggie Love Brain Games	Doing Reps with Loops Unit Course 1: Intro to Python	Continue to use looping in programming and justify design decisions	
Applying Looping Concepts		Repeat Loop (Count) Underwater Quest	Forever Loop (Infinite) Musical Vibration Communicate with Light and Sound Pollination					Repeat Loop (Count) Cable Car Literary Randomizer Life Cycles Daytime and Nighttime
Sequences	Introduction to sequencing First Trip Train Sound Math-Distance The Princess and the Pea (StoryTales) The Three Billy Goats Gruff (StoryTales)	Simple Sequence Boat Trip Arctic Ride	Simple sequences with a Different Event Twirling Teacups	Simple Sequence River Ferry Simple Sequences with a Different Event Hovering Helicopter Swamp Boat	Sequences with a Different Event Good Morning Machine Big Little Helper Trash Monster High Tech Playground Winning Goal Literary Randomizer	Sequencing Hopper Sequences with a different event Help Super	Gametime Python Lesson Course 1: Intro to Python	