

FP CAPS Content per Grade per Term

Summary of Foundation Phase content per term

		C	C	C	C	C	C	C	R	R	R	R	R	R	R	D	D	D	D	D	D	D	D	D
		1	2	3	4	5	6	7	1	2	3	4	5	6	7	1	2	3	4	5	6	7	8	9
Grade R	Term	1																						
	2																							
	3																							
	4																							
Grade 1	Term	1																						
	2																							
	3																							
	4																							
Grade 2	Term	1																						
	2																							
	3																							
	4																							
Grade 3	Term	1																						
	2																							
	3																							
	4																							

Annual Teaching Plan – GRADE 1 Term 1		
TERM 1	Practical competencies	Theory competencies
Week 1	C3	NONE
	Coding	Learners follow instructions physically to demonstrate their understanding of directional arrows.
	Robotics	NONE
	Digital concepts	NONE
Week 2	C1 C6	R1
	Coding	Learners recognize, interpret, and explain different patterns and sequences. The teacher gives the patterns.
	Robotics	What is a robot? A machine that follows human instructions to complete tasks
	Digital concepts	NONE
Week 3	C2 C3	R2
	Coding	Learners present a coding solution. Learners interpret and execute given solutions.
	Robotics	Learners identify different types of robots and their purposes.
	Digital concepts	NONE
Week 4	C1 (decomposition)	D2
	Coding	Learners will apply computational thinking skills (decomposition) to solve problems.
	Robotics	NONE
	Digital concepts	Learners understand we live in a digital world, and they name the digital devices we interact with
Week 5	C1 (abstraction)	D3
	Coding	Learners will apply computational thinking skills (abstraction) to solve problems. Focus on specific shapes and/or colours.
	Robotics	NONE
	Digital concepts	What is a computing device? It is a machine that helps us to do tasks using information.
Week 6	C2	R1 R2
	Coding	Learners use a grid to present a coding solution to collect oranges for the basket. They must leave the apples.
	Robotics	Compare robots (parts, jobs, environment) to understand that robots are programmed for specific tasks and need specific parts.
	Digital concepts	NONE
Week 7	C1 C3	D2 D3
	Coding	Learners execute a given code to solve a problem and discard unnecessary information or pictures.
	Robotics	NONE
	Digital concepts	Balanced use of screen-time. What do we use computing devices for.
Week 8	R5 R6	NONE
	Coding	NONE
	Robotics	Learners design and create a photo frame by using the materials provided. They mimic the operations of a robot by following instructions.
	Digital concepts	NONE
Week 9	C1 C6	R1 R2
	Coding	Learners recognize and interpret different patterns by making use of critical thinking skills to identify the sequences in the patterns.
	Robotics	Compare robots (parts, jobs, environment) to understand that robots are programmed for specific tasks and need specific parts.
	Digital concepts	NONE
Week 10	C2	D2 D3
	Coding	Learners present a coding solution by looking at the grid.
	Robotics	NONE
	Digital concepts	Safe use of electronic devices. Parts of computing devices and their purpose.

Annual Teaching Plan – GRADE 1 Term 2		
TERM 2	Practical competencies	Theory competencies
Week 1	C3	R1
	Coding	Learners interpret and execute the colour codes physically and on a grid.
	Robotics	What is a robot? Focus on it is a machine built by humans that performs certain tasks by executing instructions.
	Digital concepts	NONE
Week 2	C1 (decomposition)	R2
	Coding	Learners make use of computational skills to decompose and identify different 2D shapes within a hidden picture.
	Robotics	Learners identify different types of robots on a grid and match them by presenting a code to the correct pictures provided.
	Digital concepts	NONE
Week 3	C1 (abstraction)	D1
	Coding	Learners make use of computational skills to sort and identify items in a picture.
	Robotics	NONE
	Digital concepts	What is technology? This includes tools, machines, and devices that are created to solve human problems or complete tasks.
Week 4	C2 C3	D2
	Coding	Learners execute a given code on a grid and present their own code to solve a problem.
	Robotics	NONE
	Digital concepts	Learners identify acceptable and unacceptable online behaviour by completing a worksheet provided.
Week 5	C2 C6	R1 R2
	Coding	Learners present a code by using arrows and a grid. Learners interpret patterns by identifying the correct shadow pictures.
	Robotics	What is a robot, and the purposes of certain household robots are discussed, and ideas are shared with their peers.
	Digital concepts	NONE
Week 6	C1 C3	D3
	Coding	Learners make use of computational skills by executing different commands indicated by coloured blocks.
	Robotics	NONE
	Digital concepts	Learners demonstrate an understanding of computing devices by matching the different parts of a computing device with the correct words.
Week 7	R5 R6	NONE
	Coding	NONE
	Robotics	Learners design an artefact by using the materials provided and by following the clear guidelines for the artefact.
	Digital concepts	NONE
Week 8	C1 C6	R1 R2
	Coding	Learners make use of computational thinking skills to recognize and interpret patterns given to them.
	Robotics	Different types of robots and their purposes (specific tasks) are identified and discussed between the learners.
	Digital concepts	NONE
Week 9	C1 C2 R6	D1 D2 D3
	Coding	Learners use computational thinking skills to present different codes and mimic the operations of a robot by following the codes on a grid.
	Robotics	NONE

Annual Teaching Plan – GRADE 1 Term 2		
TERM 2	Practical competencies	Theory competencies
	Digital concepts	Learners discuss the concept of technology and the purpose of Information Technology when using computing devices, and how to interact safely online.
Week 10	C2 C3 R6	D1 D2 D3
	Coding	Learners mimic the operations of a robot by executing the code given on a floor grid. Learners present a coding solution to find a safe route on the grid.
	Robotics	NONE
	Digital concepts	Learners explain their understanding of Information Technology to their peers and reason about socially acceptable behaviour whilst online using computing devices.

Annual Teaching Plan – GRADE 1 Term 3		
TERM 3	Practical competencies	Theory competencies
Week 1	C3 C4 (find & fix mistake)	
	Coding	Learners look at the grid provided. They debug (find mistakes) and correct mistakes within the given code.
	Robotics	NONE
	Digital concepts	NONE
Week 2	C1 C2 C3	
	Coding	Learners use computational thinking skills by completing the activities provided. Learners look at the grid provided and present a simple code to solve the problem.
	Robotics	Learners discuss with their peers the different components that robots can have. This includes the body, wheels, sensors, attachments, and a power source.
	Digital concepts	NONE
Week 3	C1 C6 C7	
	Coding	Learners use computational thinking skills to interpret the code given. Learners complete the pattern given by identifying the sequence.
	Robotics	Learners look at the pictures provided and discuss with their peers the different types of autonomous robots and identify the different components.
	Digital concepts	NONE
Week 4	C2 C3 C4	
	Coding	Learners interpret the provided codes and debug. Correct the mistakes within the code given.
	Robotics	NONE
	Digital concepts	What is technology? This includes tools, machines, and devices that are used for specific tasks. Use the link to show and discuss a video about online bullying. Learners use a grid and create 4 codes to collect the 4 parts of a computing device.
Week 5	D8 C6	
	Coding	Learners interpret the patterns given by the teacher and copy them into the hut given. Learners look at the key provided and decode the secret message.
	Robotics	NONE
	Digital concepts	Learners demonstrate an understanding of a computing device (input-process-output) and paste the pictures in the correct order.
Week 6	R5 R6 R7	
	Coding	NONE
	Robotics	Learners create an artefact (grass head) by using the materials provided to them. Learners will see if their artefact is successful when the grass starts growing. Learners will create their own grid and code to collect all the materials needed for their design.
	Digital concepts	Learners discuss and explain the common uses of the ICT (Information, Communications, and Technology) system (a group of connected tools that work together).
Week 7	C2 C3 C4	
	Coding	Learners use the grid and debug the given code. Learners present the correct code to collect certain stages in the correct order. Learners will use the circles and split pins to create the correct sequence of a growing plant.
	Robotics	Learners discuss and sort the pictures provided by looking at robots and non-robots. Give them an opportunity to identify the components (parts) of each.
	Digital concepts	NONE
Week 8	C1 C2 C3	
	Coding	Learners make use of computational thinking skills and think critically to solve the problem. Learners present a code by looking at the grid.
	Robotics	NONE
	Digital concepts	Learners identify the common uses of ICT. Learners look at the grid and match the tool to Information Technology.
Week 9	D8 C6 C7	D1 D2 D3 D4

Annual Teaching Plan – GRADE 1 Term 3		
TERM 3	Practical competencies	Theory competencies
	Coding	Learners look at the grid provided and create a code to collect the 4 ingredients. Learners look at given patterns and interpret whether they are patterns or not. Learners create their own pattern,
	Robotics	NONE
	Digital concepts	Learners recognize that they are citizens of a digital world and focus on the importance of limiting screen time while using computing devices online. Learners discuss the difference between IT (Information Technology) and ICT (Information and Communication Technology).
Week 10	C4 R6 R7	NONE
	Coding	Learners create, test, and execute code by looking at the grid provided. Learners debug the code (find mistakes within the code) and correct if needed.
	Robotics	Learners mimic the operations of a robot by moving on a floor grid to interpret and debug code created by a peer. Learners test and execute the code created, and debug if necessary.
	Digital concepts	NONE

Annual Teaching Plan – GRADE 1 Term 4		
TERM 4	Practical competencies	Theory competencies
Week 1	C4 R6 R7	
		R4
	Coding	Learners mimic the operations of a robot when they move on a floor grid and write a code to move through all the bedrooms. Learners interpret codes to choose the correct one. Learners debug the given code and fix the mistakes.
	Robotics	How do robots help or harm humans? Learners break into groups and discuss the topic. Key points are verbally presented to the rest of the class.
	Digital concepts	NONE
Week 2	C3 C5	
		R3 R4
	Coding	Learners look at the grid and interpret the given code. They are expected to evaluate the given code and improve it. Learners shorten the code and find an alternative route.
	Robotics	Learners share their understanding of how robots affect the world. Learners look at the pictures of robots inside the home and discuss the components.
	Digital concepts	NONE
Week 3	C2 C3 C4 C5	
		D4
	Coding	Learners look at the grid and create the code needed to solve the problem. They swap their codes with a peer who then interprets the codes and sees if they need to debug. Learners also shorten the correct codes.
	Robotics	NONE
	Digital concepts	Learners learn about the common uses of ICT (Information and Communication Technology) in the real world. What is a system?
Week 4	C1 C2 C3	
		D1 D2 D3 D4
	Coding	Learners use computational thinking skills to interpret and present coding solutions using the given grid.
	Robotics	NONE
	Digital concepts	What is technology? Use concrete tools to discuss. What is a computing device? Learners share their knowledge of computing devices (input-process-output). What is an ICT system? (Definitions of Technology, Information Technology, and Communication).
Week 5	D8 D9	
		D3 D7
	Coding	NONE
	Robotics	NONE
	Digital concepts	Learners use the secret keys given to create an encrypted message and decode a secret message. Learners look at the images provided and discuss the meaning of the symbols and pictures.
Week 6	R5 R6 R7	
		R1 R2 R3 R4
	Coding	NONE
	Robotics	Learners create an artefact (water well) by following the instructions and using materials at their disposal. Learners will explain to their peers the steps they followed and present their work well. The water well should move up and down. Learners do a quiz or play games to present their knowledge and understanding of what a robot is, identify different types of robots, the components of a robot, and how robots affect the world.
	Digital concepts	NONE
Week 7	D9 C6 C7	
		D3 D4 D7
	Coding	Learners look at the given patterns and indicate whether they are patterns and explain their thinking. Learners now complete a given pattern. Learners create their own patterns using body movements.
	Robotics	NONE
	Digital concepts	Learners demonstrate an understanding by acting out different computing devices (input-process-output). Learners identify common uses of an ICT system.
Week 8	C2 C7	
		D1 D2
	Coding	Learners present a code needed for the grid and complete the given patterns.
	Robotics	NONE
	Digital concepts	Learners recognize that they are living citizens in a digital world (link provided). Learners share and discuss ideas about Technology and the purpose of Information Technology.

Annual Teaching Plan – GRADE 1 Term 4		
TERM 4	Practical competencies	Theory competencies
Week 9	C1 C2 C3 C5	R1 R2 R3 R4
	Coding	Learners use computational thinking skills to interpret and execute the code given. Learners will evaluate the code for potential improvement and then present a coding solution for the given grid.
	Robotics	Role play – present their understanding of what a robot is, different types and components of robots, and/or how robots affect the world.
	Digital concepts	NONE
Week 10	C3 C4 C5	R1 R2 R3 R4
	Coding	Learners interpret the given code and evaluate it for potential improvement. Debug the given code to collect all the planets.
	Robotics	Learners make a mind map to explain their opinion of a world without robots. Learners share their knowledge about what a robot is, including the different types of robots and their components.
	Digital concepts	NONE

Suggested Competencies per Grade per Term, per Week

The competencies were mapped in such a way that the teacher can be sure she addressed all the competencies, and the learners interacted with each competency in isolation and combined.

	GRADE R	GRADE 1	GRADE 2	GRADE 3
TERM 1	Practical competencies & Theory competencies			
Week 1	C3	C3	C3 D1	C3 D1
Week 2	C1 C6 patterns R1	C1 C6 R1	C1 C6 R1	C1 C6 R1
Week 3	C3 D2	C2 C3 R2	C2 C3 R2	C2 C3 R2
Week 4	C1 decomposition D3	C1 decomposition D2	C1 decomposition D2	C1 decomposition D2
Week 5	C1 abstraction R1	C1 abstraction D3	C1 abstraction D3	C1 abstraction D3
Week 6	C6 D2	C2 R1 R2	C1 C2 C3 R1 R2	C1 C2 C3 R1 R2
Week 7	C1 C3 D3	C1 C3 D2 D3	C1 C3 D1 D2 D3	C1 C3 D1 D2 D3
Week 8	R5 R6	R5 R6	R5 R6	R5 R6
Week 9	C1 C6 R1	C1 C6 R1 R2	C1 C6 R1 R2	C1 C6 R1 R2
Week 10	C1 algorithm design D2 D3	C2 D2 D3	C1 C2 C3 D1 D2 D3	C1 C2 C3 D1 D2 D3
TERM 2	Practical competencies & Theory competencies			
Week 1	C3 R1	C3 R1	C2 C3 R6 D1	C2 C3 R6 D1
Week 2	C1 decomposition R2	C1 decomposition R2	C1 C2 C3 R1 R2	C1 C2 C3 R1 R2
Week 3	C1 abstraction D2	C1 abstraction D1	C1 C6 D2	C1 C6 D2
Week 4	C2 C3 D3	C2 C3 D2	C2 C3 D3	C2 C3 D3
Week 5	C2 C6 R1 R2	C2 C6 R1 R2	C1 C2 C3 C6 R1 R2	C1 C2 C3 C6 R1 R2
Week 6	C1 C3 D2 D3	C1 C3 D3	C1 decomposition D1 D2	C1 decomposition D1 D2
Week 7	R5 R6	R5 R6	R5 R6 D1 D2 D3	R5 R6 D1 D2 D3
Week 8	C1 C6 R1 R2	C1 C6 R1 R2	C1 abstraction D1 D2 D3	C1 abstraction D1 D2 D3
Week 9	C1 C2 R6 D2 D3	C1 C2 R6 D1 D2 D3	C1 C2 C3 R1 R2	C1 C2 C3 R1 R2
Week 10	C2 C3 R6	C2 C3 R6 D1 D2 D3	C1 C2 C3 R6	C1 C2 C3 R6
TERM 3	Practical competencies & Theory competencies			
Week 1	C3 C4 find mistake	C3 C4 find & correct	C4 R6 R7 R3 R4	C4 R6 R7 R3 R4
Week 2	C2 C3 R1 R2	C1 C2 C3 R3	C1 C2 C3 D4	C1 C2 C3 D4
Week 3	C1 decomposition D2 D3	C1 C6 C7 R1 R2 R3	C1 C2 C3 C4 D5	C1 C2 C3 C4 D5
Week 4	C1 abstraction R1 R2	C2 C3 C4 D1 D2 D3	C1 C6 C7 D7	C1 C6 C7 D7
Week 5	C3 C4 find & correct D7	D8 C6 D3 D7	C6 C7 D8 D3 D7	C6 C7 D8 D3 D7
Week 6	R5 R6	R5 R6 R7 D4	R5 R6 R7 R1 R2 R3 R4	R5 R6 R7 R1 R2 R3 R4
Week 7	C1 C6 D2 D3	C2 C3 C4 R1 R2 R3	C1 C2 D3 D4 D5	C1 C2 D3 D4 D5
Week 8	C2 C3 C4 R1 R2	C1 C2 C3 D1 D4	C1 C2 C3 C6 C7 D3 D4 D7	C1 C2 C3 C6 C7 D3 D4 D7
Week 9	C1 C2 C3 D3 D7	D8 C6 C7 D1 D2 D3 D4	C1 C2 C3 C4 D1 D2 D3	C1 C2 C3 C4 D1 D2 D3
Week 10	C2 C3 R6 D2 D3	C4 R6 R7	C3, C4 R6 R7 R3 R4	C3, C4 R6 R7 R3 R4
	GRADE R	GRADE 1	GRADE 2	GRADE 3

	GRADE R	GRADE 1	GRADE 2	GRADE 3
TERM 4	Practical competencies & Theory competencies			
Week 1	C3 C4 D1	C4 R6 R7 R4	C3 C5 R1 R2 R3	C3 C5 R1 R2 R3
Week 2	C1 C2 C3 R4	C3 C5 R3 R4	C1 C2 C3 C4 R1 R2 R3 R4	C1 C2 C3 C4 R1 R2 R3 R4
Week 3	C3 C5 D3 D7	C2 C3 C4 C5 D4	C6 C7 D9 D6	C6 C7 D9 D6
Week 4	C1 C6 R1 R2 R4	C1 C2 C3 D1 D2 D3 D4	D8 D9 D3 D7	D8 D9 D3 D7
Week 5	D8 D9 D1 D2 D3 D7	D8 D9 D3 D7	C2 C3 C5 D4 D5 D6	C2 C3 C5 D4 D5 D6
Week 6	R5 R6 R7 R1 R2 R4	R5 R6 R7 R1 R2 R3 R4	R5 R6 R7 D1 D3 D4 D5	R5 R6 R7 D1 D3 D4 D5
Week 7	C3 C5 D1 D2 D3 D7	D9 C6 C7 D3 D4 D7	C4 R6 R7 D1 D2	C4 R6 R7 D1 D2
Week 8	C1 C6 R1 R2 R4	C2 C7 D1 D2	C1 C2 C3 C4 C5 R2 R3 R4	C1 C2 C3 C4 C5 R2 R3 R4
Week 9	C1 C2 C3 C4	C1 C2 C3 C5 R1 R2 R3 R4	C3 C4 C5 R6 R7 D5	C3 C4 C5 R6 R7 D5
Week 10	C2 R7	C3 C4 C5 R1 R2 R3 R4	C1 C2 C3 C4 C5 D1 D4 D6	C1 C2 C3 C4 C5 D1 D4 D6