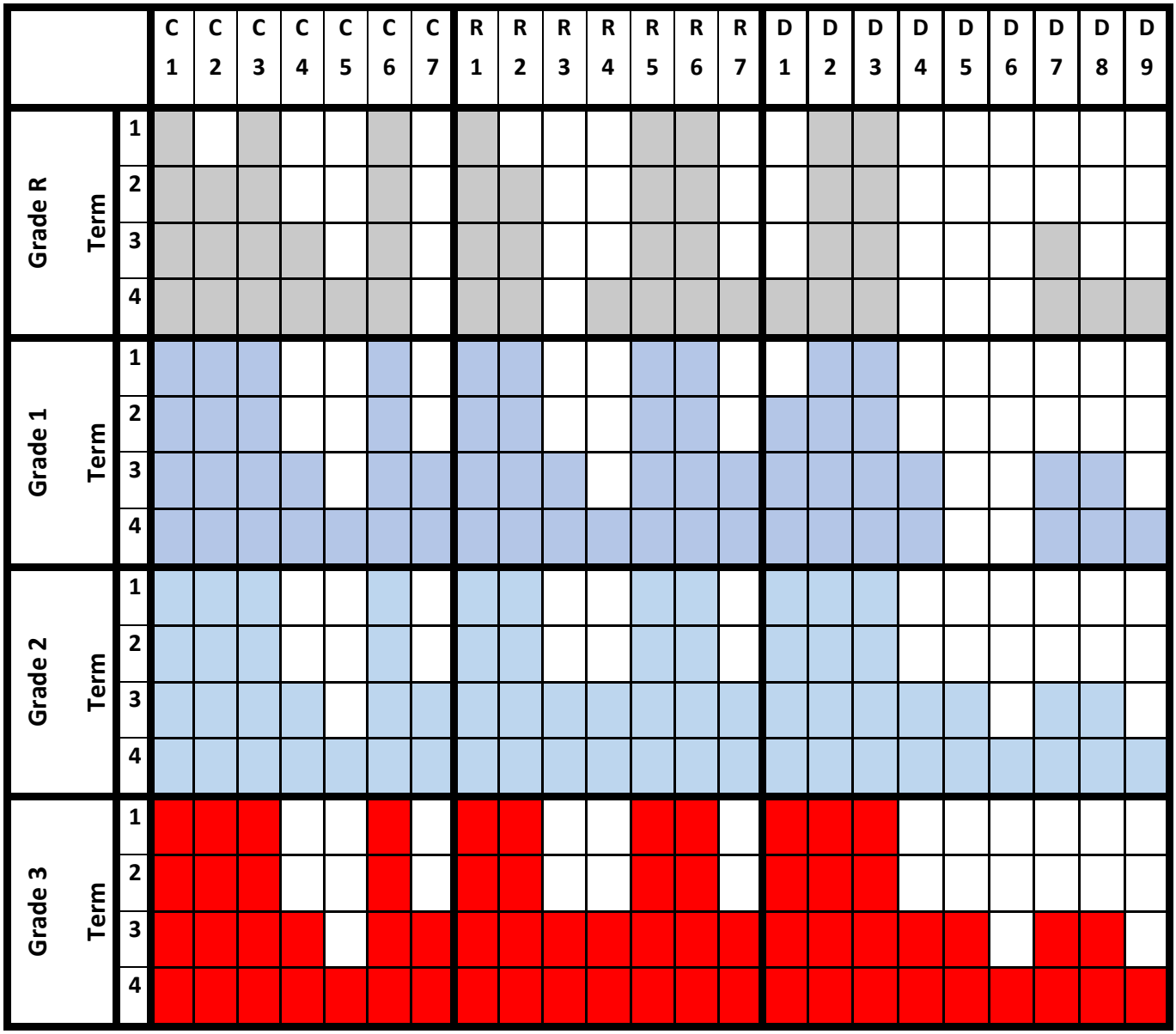
FP CAPS Content per Grade per Term

Summary of Foundation Phase content per term



Annual Teaching Plan		
GRADE 2 Term 1		
TERM 1	**Practical competencies**	**Theory competencies**
Week 1	**C3**	**D1**
	Coding	Interpret and execute a coding solution on a grid.
	Robotics	NONE
	Digital concepts	Retrieval practice: What is technology? Give different examples. Discuss: What is IT?
Week 2	**C1 C6**	**R1**
	Coding	Create a coding solution on the grid to reach brother and father. Look at the pattern and interpret and explain the pattern.
	Robotics	What is a robot?
	Digital concepts	NONE
Week 3	**C2 C3**	**R2**
	Coding	Create a coding solution with a turnaround and only 7 steps. No turns yet. Interpret and execute the other given coding solutions as well
	Robotics	Robots have different parts that assist with job they were programmed for. Show a video of different types of robots
	Digital concepts	NONE
Week 4	**C1 (decomposition)**	**D2**
	Coding	Create 3 coding solutions. Each solution must pick up 3 bags. Each set has only 7 steps to pick up the bags.
	Robotics	NONE
	Digital concepts	Use technology safely and respectfully. Discuss what online interaction is and how to interact with people you cannot see. Identify all the personal information
Week 5	**C1 (abstraction)**	**D3**
	Coding	Find the left ear on the grid.
	Robotics	NONE
	Digital concepts	What is a computing device? Discuss why it is a computing device. What can you do with it? Ask questions and learners respond with colours.
Week 6	**C1 C2 C3**	**R1 R2**
	Coding	Use same grid as week 5. You can change the starting point. Create coding solution with turn-around. Swop with another group. They interpret and execute your solution.
	Robotics	Robots follow commands
	Digital concepts	NONE
Week 7	**C1 C3**	**D1 D2 D3**
	Coding	Sequence brushing your teeth. Follow the code and identify the things you do not need for brushing your teeth.
	Robotics	NONE
	Digital concepts	D1 What is IT and its purpose? D2 revise online interaction. Compare computing devices
Week 8	**R5 R6**	**NONE**
	Coding	Follow the coding solution can also be C3
	Robotics	Draw a kennel for a dog. Build the kennel. Mimic operations of a robot – The "dog" must follow the instructions given to him/her
	Digital concepts	NONE
Week 9	**C1 C6**	**R1 R2**
	Coding	Follow the coding solution and pick up only unsafe items in the house. Identify and interpret patterns
	Robotics	Robots do not have feelings or opinions. Identify a robot – Is it useful or not
	Digital concepts	NONE
Week 10	**C1 C2 C3**	**D1 D2 D3**
	Coding	Create coding solutions to pick fruit or vegetables. Swop with another group to interpret and execute. Follow the order of fruit or veg to pick up.
	Robotics	NONE
	Digital concepts	Classify technology into tools and processes. Identify personal information

Annual Teaching Plan			
GRADE 2 Term 2			
TERM 2	**Practical competencies**		**Theory competencies**
Week 1	**C2 C3 R6**		**D1**
	Coding	Learners create a coding solution. Swop with another group - interpret and execute. R6 – one is a robot, and one is a coder (interpreter)	
	Robotics	Mimic the operations of a robot – Same as C3 – except one is the coder and one is the robot	
	Digital concepts	Discuss the difference between Technology and IT.	
Week 2	**C1 C2 C3**		**R1 R2**
	Coding	Learners find their own name in a pile of names. Learners create coding solutions from the house to the shop. Swop with another group. Interpret and execute the code.	
	Robotics	What are robots and types of robots? How are different parts of robots an indication of what they are coded for?	
	Digital concepts	NONE	
Week 3	**C1 C6**		**D2**
	Coding	Create a coding solution and only pick fruit, not sweets. Use shadow pictures of different things that learners identify.	
	Robotics	NONE	
	Digital concepts	Digital citizenship – Digital footprint and screen-time. Answer questions on Do's and Don'ts	
Week 4	**C2 C3**		**D3**
	Coding	Create a coding solution for a dog to find bones. Swop with another group- interpret and execute the coding solution	
	Robotics	NONE	
	Digital concepts	Computing devices – match statement with device	
Week 5	**C1 C2 C3 C6**		**R1 R2**
	Coding	Create coding solution (C2) to pick-up only healthy food (C1 abstraction). Then swop, interpret, and execute new coding solutions (C3). Identify and describe patterns (C6)	
	Robotics	Discuss and revises what a robot is and the types of robots.	
	Digital concepts	NONE	
Week 6	**C1 (decomposition)**		**D1 D2**
	Coding	Identify and pick up the hot-dog ingredients on a grid.	
	Robotics	NONE	
	Digital concepts	Discuss difference between technology and IT. Digital citizenship – How to use IT safely	
Week 7	**R5 R6**		**D1 D2 D3**
	Coding	Learners can create their own coding solution or follow a given solution.	
	Robotics	Design thinking process – build a dog bed and say how you built it. Mimic robot operations and show how to get to kennel	
	Digital concepts	IT/Technology, Digital Citizenship, Computing devices - quiz	
Week 8	**C1 (abstraction)**		**D1 D2 D3**
	Coding	Choose items to keep you safe on your trip.	
	Robotics	NONE	
	Digital concepts	IT/Technology, Digital Citizenship, Computing devices – quiz. Use different colour tokens/bricks/cards to indicate A, B or C as the answer	
Week 9	**C1 C2 C3**		**R1 R2**
	Coding	Going to the zoo. Break down tasks. Create coding solutions to reach the zoo. Swop the coding solution and execute new solution	
	Robotics	Revise: What is a robot and the types of robots?	
	Digital concepts	NONE	
Week 10	**C1 C2 C3 R6**		**NONE**
	Coding	Identify the correct t-shirt. Create coding solutions to find the identified t-shirt. Swop and execute the coding solutions.	
	Robotics	When executing the coding solutions, one is the coder and another mimics the operations of a robot.	
	Digital concepts	NONE	

Annual Teaching Plan			
GRADE 2 Term 3			
TERM 3	**Practical competencies**		**Theory competencies**
Week 1	**C4 R6 R7**		**R3 R4**
	Coding	C4 is to find and fix mistakes in the given coding solution. Teacher gives coding solution with mistake – one is the coder, and one follows like robot. Learners can now create own solution after fixing previous solution	
	Robotics	Discuss the components of a robot. Discuss the negatives and positives of robots	
	Digital concepts	NONE	
Week 2	**C1 C2 C3**		**D4**
	Coding	Execute a given coding solution to find a specific book on the grid. Learners create grids and create a coding solution for other groups.	
	Robotics	NONE	
	Digital concepts	Uses of ICT in real world: communication, education, games, etc.	
Week 3	**C1 C2 C3 C4**		**D5**
	Coding	Each group identifies 5 fruits for a fruit salad. Create a coding solution to pick up these 5 fruits. Swop and other groups must identify the fruits. The teacher gives a coding solution with deliberate mistakes. Find and fix mistakes and present the correct coding solution.	
	Robotics	NONE	
	Digital concepts	Discuss components of ICT system – sort the pictures into correct categories (software, hardware, data or information)	
Week 4	**C1 C6 C7**		**D7**
	Coding	Identify the correct pattern; create a pattern and other learner explains the pattern; Swop and repeat activity	
	Robotics	NONE	
	Digital concepts	Practical "input", "process", "output", activities	
Week 5	**C6 C7 D8**		**D3 D7**
	Coding	Use weather symbols and identify a pattern and/or create a pattern.	
	Robotics	NONE	
	Digital concepts	Discuss computing devices and input/process/output. Use whether symbols to communicate a message (Maybe use the flag method) rain/wind take raincoat; rain take umbrella etc.	
Week 6	**R5 R6 R7**		**R1 R2 R3 R4**
	Coding	Design thinking process – build a rocket and write the algorithm of how to build it.	
	Robotics	Create coding solution – Home to Mars / one planet to another (grids) Code the rocket and learners mimic the operations of a robot	
	Digital concepts	NONE	
Week 7	**C1 C2**		**D3 D4 D5**
	Coding	Identify 3D objects with attributes of a cube. Create coding solution on grid to only pick up squares.	
	Robotics	NONE	
	Digital concepts	Discuss computing devices, Common uses of ICT and different components of ICT system	
Week 8	**C1 C2 C3 C6 C7**		**D3 D4 D7**
	Coding	Build a water tower and decide what pattern to use. Describe the pattern. How are you going to build the tower- any blocks or Six Bricks	
	Robotics	NONE	
	Digital concepts	Discuss computing devices and how we use them. Common uses of ICT. Input, process output practically	
Week 9	**C1 C2 C3 C4**		**D1 D2 D3**
	Coding	Follow given coding solution for sheep to find friend. Debug. Create 2 more safe routes	
	Robotics	NONE	
	Digital concepts	What does technology refer to? Purpose of IT? Screentime. What are computing devices? Quiz on internet safety	
Week 10	**C3 C4 R6 R7**		**R3 R4**
	Coding	Execute a given set of instructions to get Nako home. Include solutions with deliberate mistakes.	

Annual Teaching Plan			
GRADE 2 Term 3			
TERM 3	**Practical competencies**		**Theory competencies**
	Robotics	Create routes for Nako. One learner is the robot, and one learner is the coder. Parts of a robot and effect of robots on our world.	
	Digital concepts	NONE	

Annual Teaching Plan			
GRADE 2 Term 4			
TERM 4	**Practical competencies**		**Theory competencies**
Week 1	**C3 C5**		**R1 R2 R3**
	Coding	Learners follow instructions for dance. Evaluate the dance and change choreography if necessary. Follow instructions to build monster	
	Robotics	Discuss What is a robot? Types of robots and their parts make them efficient for a specific task. Thumbs-up and thumbs-down quiz	
	Digital concepts	NONE	
Week 2	**C1 C2 C3 C4**		**R1 R2 R3 R4**
	Coding	Learners create coding solutions to pick up the safety gear for the cycle trip. Interpret a given code and debug	
	Robotics	Different robots have different parts and are coded for different activities. What is the effect on our world.	
	Digital concepts	NONE	
Week 3	**C6 C7 D9**		**D6**
	Coding	C6 Explain the pattern. C7 create own pattern	
	Robotics	NONE	
	Digital concepts	D9 write name in code and other learners must decode (practical) D6 – Discuss how technology impacted the world we live in (theory)	
Week 4	**D8 D9**		**D3 D7**
	Coding	Learners create their own secret language and write messages. Swop and other learners must decode the message	
	Robotics	NONE	
	Digital concepts	Discuss computing devices and input, process and output on these devices	
Week 5	**C2 C3 C5**		**D4 D5 D6**
	Coding	Same grid as T2 W1. Learners create the shortest and safest routes to deliver groceries. Swop and execute another groups solution	
	Robotics	NONE	
	Digital concepts	Discuss common uses of ICT and the impact on our world. Discuss components of ICT systems	
Week 6	**R5 R6 R7**		**D1 D3 D4 D5**
	Coding	Will link to C3 and C2	
	Robotics	Build car (Optional: Can move with rubber band or balloon) Follow instructions. Code car on grid. One learner codes / one learner is car	
	Digital concepts	Purpose of IT. Identify computing devices. Common uses of ICT. Components of ICT systems.	
Week 7	**C4 R6 R7**		**D1 D2**
	Coding	Learners follow given coding solutions with mistakes. (coder and robot) Find & Fix mistakes.	
	Robotics	Practical (create own coding solutions and/or swop debugged solutions with other groups to execute)	
	Digital concepts	Purpose of IT. Digital Citizenship – How to protect personal information	
Week 8	**C1 C2 C3 C4 C5**		**R2 R3 R4**
	Coding	Follow coding solution with deliberate mistake – Find and Fix. Create coding solutions to water plants. Find shortest route/etc.	
	Robotics	Different types of robots have different components to do the jobs efficiently. How do robots affect the world?	
	Digital concepts	NONE	
Week 9	**C3 C4 C5 R6 R7**		**D5**
	Coding	Give learners coding solutions to execute. Find and fix the mistakes in some of the coding solutions.	
	Robotics	Learners write coding solutions for the delivery robot. Find the shortest route. Swop. "Robot" learner follows instructions of "coder"	
	Digital concepts	Differentiate between the components of an ICT system – Hardware, software, etc.	
Week 10	**C1 C2 C3 C4 C5**		**D1 D4 D6**
	Coding	Learners must follow coding solutions to clean class. Now follow and debug solutions to only pick crayons.	
	Robotics	NONE	

Annual Teaching Plan			
GRADE 2 Term 4			
TERM 4	**Practical competencies**		**Theory competencies**
	Digital concepts	Purpose of IT. Common uses of ICT. The adaptation of technology – effect on the world	

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
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