Coding with Oscar – Curriculum Summary

Educator Guide

The table below allows educators to scan the list to see what coding concept each story focuses on. The supplementary table and notes gives specific formal ACARA/SCSA codes.

		Story	Main Focus / What's Learned	Curriculum Links (Plain English)
Book One	1	Oscar gets a present	Sequencing, Play button, computer "clock" keeps timing	Understanding how instructions run in order; computers need timing to work
	2	Oscar builds a torch	Inputs (switch), outputs (LED), loops to keep checking	How devices use inputs to control outputs; loops repeat actions
	3	Up in the night sky	LEDs, colour coding, WAIT command for rhythm	Using code to model real-world systems; sequencing with pauses
	4	A fire engine in the forest	Flashing lights and sirens as signals	Technology used for safety; coding lights and sound together
	5	Oscar goes to the city	Modifiers change speed of flashing lights	Using modifiers to adjust how code behaves
	6	Oscar starts school	Traffic lights, button inputs, loops for repeating patterns	Simulating real control systems with inputs and outputs
Book Two	7	Oscar is late for school	Light sensor triggers alarm/music; modifiers change tunes	Inputs from sensors; outputs as sound; customising with modifiers
	8	A night light for Possum	NOT modifier; sensor detects darkness to switch light	Logic in code (NOT); energy-efficient design
	9	A gift for Oscar	RANDOM chooses different tunes; loops and pauses	Randomisation to make outcomes vary; loops repeat actions
	10	A "thank you" for Possum	Light sensor triggers a tune when box opens	Sensors detect changes in environment; outputs respond

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	11	Possum keeps her stuff safe	Order of instructions matters; WAIT prevents false triggers	Importance of sequencing; troubleshooting by testing code order
Book Three	12	Oscar's other friend	Flash patterns as secret messages	Coding as communication; signals and symbols
	13	Oscar's toy light sabre	Buttons control lights and sound; different sequences change behaviour	Inputs trigger multiple outputs; order of code matters
	14	Playing games	Dice replacement; button/tilt switch inputs	Using sensors as inputs; randomness in games
	15	Lights for Christmas	Random flashing lights	Randomisation for variety and creativity
	16	Playing more tunes	Modifiers + random to access hidden tunes	Combining code elements to extend possibilities
Book Four	17	Counting time	WAIT block and tick counting	Linking code timing to measurement; simple data collection
	18	Oscar's birthday game	Random timer with minimum wait	Using random with modifiers; fairness in games
	19	Three beeps and you're out!	UNTIL loop stops after set condition	Controlled loops; conditions (true/false logic)
	20	Possum builds a doorbell	SPECIAL saves and replays a sequence; Composing tunes with modifiers + SAVE CODE	Saving and reusing code sequences; Coding creativity; music and sequencing
Book Five	21	The rides at the fairground	Connecting motors with models	Linking code to real-world mechanisms
	22	Oscar's merry-go-round	Motor control with modifiers (speed, direction)	Coding continuous movement with loops and modifiers
	23	Possum's Ferris wheel	RANDOM motor control; adding lights/music	Randomisation adds variety; combining multiple outputs
	24	Baxter's jet plane ride	Servo motor control (positioning, angle)	Difference between continuous and positional motors
	25	Let's build a tricky ride	SPECIAL with motors for complex motion	Saving motor sequences; combining directions and speeds
	26	A ride with two motors	Coordinating two motors at once	Coding multi-output systems; synchronisation

Book	ID	Story	ACARA v9 – Science	ACARA v9 – Mathematics	ACARA v9 – Design & Tech	ACARA v9 – Digital Tech	SCSA (WA) – Science	SCSA (WA) – Mathematics	SCSA (WA) – Design & Tech	SCSA (WA) – Digital Tech	Notes
Book One	1	Oscar gets a present	12	2	12	1234	12	2	12	1234	General making with inputs/outputs; simple sequences.
	2	Oscar builds a torch	12		12	1234	12		12	1234	Light behaviours & sensing; outputs (LEDs).
	3	Up in the night sky	12		12	12	12		12	12	General making with inputs/outputs; simple sequences.
	4	A fire engine in the forest	12		12	12	12		12	12	Sound as energy; tempo & pitch notations via buzzer.
	5	Oscar goes to the city	12		12	1234	12		12	1234	General making with inputs/outputs; simple sequences.
	6	Oscar starts school	12		12	1234	12		12	1234	General making with inputs/outputs; simple sequences.
Book Two	7	Oscar is late for school	12		12	12	12		12	12	General making with inputs/outputs; simple sequences.
	8	A night light for Possum	12	2	12	12	12	2	12	12	Light behaviours & sensing; outputs (LEDs).
	9	A gift for Oscar	12	2	12	1234	12	2	12	1234	General making with inputs/outputs; simple sequences.
	10	A “thank you” for Possum	12	2	12	12	12	2	12	12	General making with inputs/outputs; simple sequences.
	11	Possum keeps her stuff safe	12	2	12	1234	12	2	12	1234	General making with inputs/outputs; simple sequences.
Book Three	12	Oscar’s other friend	12		12	12	12		12	12	General making with inputs/outputs; simple sequences.
	13	Oscar’s toy light sabre	12	2	12	12	12	2	12	12	Light behaviours & sensing; outputs (LEDs).
	14	Playing games	12	12	12	1234	12	12	12	1234	General making with inputs/outputs; simple sequences.
	15	Lights for Christmas	12	2	12	12	12	2	12	12	Light behaviours & sensing; outputs (LEDs).
	16	Playing more tunes		12	12			12	12		General making with inputs/outputs; simple sequences.
Book Four	17	Counting time	12	12	12	1234	12	12	12	1234	Time, sequencing; basic measures of duration.
	18	Oscar’s birthday game		12	12	12		12	12	12	General making with inputs/outputs; simple sequences.
	19	Three beeps and you’re out!		12	12	1234		12	12	1234	General making with inputs/outputs; simple sequences.
	20	Possum builds a doorbell	12		12	1234	12		12	1234	Input devices and event-based control.
Book Five	21	The rides at the fairground	12	2	1234	12	12	2	1234	12	Mechanisms & forces; controlling motors.
	22	Oscar’s merry-go-round	12		1234	1234	12		1234	1234	Mechanisms & forces; controlling motors.
	23	Possum’s Ferris wheel	12	2	12	12	12	2	12	12	Mechanisms & forces; controlling motors.
	24	Baxter’s jet plane ride	12		1234	12	12		1234	12	Mechanisms & forces; controlling motors.
	25	Let’s build a tricky ride	12	2	1234	12	12	2	1234	12	Mechanisms & forces; controlling motors.
	26	A ride with two motors	12		1234	12	12		1234	12	Mechanisms & forces; controlling motors.

Digital Technologies F–2

AC9TDIFK01: recognise & explore common digital systems and their components (e.g., inputs like buttons, outputs like lights/buzzers).

AC9TDI2K02: represent data in different ways (e.g., pictures, numbers, colours).

AC9TDI2P01–P07: define problems; follow, describe and test algorithms (including sequence and iteration); implement simple digital solutions with branching/loops and input–output.

Digital Technologies Years 3–4

AC9TDI4K02: explain how data are represented and processed.

AC9TDI4P01–P07: design, implement and evaluate more complex algorithms and programs with decisions and repetition; manage and validate data; communicate and collaborate using appropriate tools.

Design & Technologies Years 1–2

AC9TDE2K01–K02: identify familiar designed solutions and how technologies (including materials/forces) affect how products work.

AC9TDE2P01–P04: generate & communicate design ideas; safely make; evaluate with personal preferences; sequence steps collaboratively.

Design & Technologies Years 3–4

AC9TDE4K01–K02: describe how people design to meet needs (incl. sustainability); features/uses of technologies.

AC9TDE4P01–P04: develop and communicate design ideas; select and use tools and materials; evaluate against negotiated criteria; plan production steps.

Science (Physical sciences focus) Years 1–2

AC9S1U03: describe pushes and pulls in terms of strength and direction; predict effects on motion/shape.

AC9S2U02: demonstrate how different sounds are produced and the effect of sound energy on objects.

Light and vision at this band focus on sensing and describing light phenomena as part of everyday experiences.

Mathematics (selected links)

AC9M1A01: recognise, continue and create repeating and number patterns.

AC9M2M04: recognise and read time on an analogue clock to the hour, half-hour and quarter-hour.

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