



Computing

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Reception	The early years resources are designed to integrate into the day-to-day routine and set-up of an early years setting with opportunities for using Mini Mash or Purple Mash as part of the Early Years curriculum to support children in working towards early learning goals. • Communication and Language skills (listening, attention and understanding, speaking) • Personal, Social and Emotional Development (self-regulation, managing self, building relationship) • Physical Development (fine motor skills) • Literacy (comprehension, word reading, writing) • Mathematics (numbers, mathematical patterns, shapes) • Understanding the world (Past and present, people culture, communities, the natural world). Expressive art and design (creating with materials, being imaginative and expressive,					
	Mini-Mash- All about me Feelings (under UW, P&C) 2 Paint a picture (EAD, being imaginative, section 1) Learning how to take a picture on Ipad and record	Technology in school and home (UW, Technology, section 1) 2 Paint a project (EAD, being imaginative, section 2)	2 Email & 2 Respond (Reading section 4) 2 Beat (EAD being imaginative section 5)	Mini-Mash topic pack: Pirates Pirate Mash Cam (Reading, section 1) 2 Explore (EAD being imaginative section 6)	Mini-Mash topic packs: Mini-beasts, plants Taking stories (Reading, section 5) 2 Create a Story (Reading section 2)	Mini-Mash topic pack: Under the Sea 2 Design and Make (EAD, being imaginative, section 7)
Year 1	Introduction to Purple Mash (3 lessons) • Log in and out • Open and use 2Dos • Save my work	Creative computing (4 lessons) • Making digital art • Making and sharing jigsaws • Making drag and drop games Data explorers (6 lessons) • Sorting and grouping items • Understanding what data is • Representing data accurately	Continue: Data explorers (6 lessons) Creating and following instructions (3 lessons) • Following instructions • Creating instructions • Understanding simple algorithms	Animated stories (6 lessons) • Creating digital art and text • Adding animation to images • Adding sound	Coding (6 lessons) • Using blocks to code • Understanding object, actions and events • Planning and designing a program	Technology around us (4 lessons) • Understanding what technology is • Recognising technology in the local environment and wider world Making Beats (4 lessons) • Creating sounds using 2Explore



Computing

						- Combining instruments using 2Beat - Composing digital music
Year 2	Creating pictures (5 lessons) - Painting different styles - Learning about famous art styles - Creating a portfolio of digital art	Making music (3 lessons) - Understanding a digital music tool - Relating function to musical terms - Composing music digitally Start: Spreadsheets (6 lessons)	Continue: Spreadsheets (6 lessons) - Understanding rows and columns - Inserting images with value - Using totalling tools - Creating graphs	Route explorers (4 lessons) - Considering direction and distance - Creating commands - Building an algorithm	Questioning (4 lessons) - Asking questions to collect data - Using 2Count to present data - Using a branching database Coding (6 lessons) - Understanding algorithm - Introduction sequencing - Coding interaction between objects - Using timers and debugging	Presenting ideas (4 lessons) - Using and making mind maps - Using a mind map as a presentation tool The internet (4 lessons) - Defining the World Wide Web and the internet - Recognising different hardware - Understanding websites, web pages and browsers



Computing

Year 3	Touch Typing (4 lessons) • Recognising keyboard locations • Understanding correct finger positioning • Improving accuracy and speed	Email (6 lessons) • Composing and replying to emails • Opening and sending attachments • Using email safely	Route Planner (5 lessons) • Writing commands using rotation • Creating algorithm and writing code • Planning routes • Repetition in 2Go	Spreadsheets (6 lessons) • Advance mode of 2Calculate • Understanding cell addresses • Using the formula wizard	Coding (6 lessons) • Using flowcharts in 2Chart • Using timers • Introducing repetition • Testing and debugging	Presentations (5 lessons) • Adding media • Customising with animation and timing • Designing an effective presentation Branching database (4 lessons) • Asking binary questions • Completing branching database • Creating and testing branching database Additional unit: Micro:bits (4 lessons) • Using LED display • Sequencing input and output • Adding sounds and gestures
Year 4	Animation (6 lessons) • Knowing the types of animation • Understanding onion skinning	Unpacking Hardware and software (4 lessons) • Defining types of technology • Knowing how system work	Logo (4 lessons) • Using logo commands • Writing commands in a sequence	Coding (6 lessons) • Introducing selection • Exploring design properties • Introducing loops	Composing beats (4 lessons) • Exploring pulse, rhythm and tempo	Micro:bits (4 lessons) • exploring sensor inputs and the accelerometer



Computing

	- Exploring animation features - Using storyboarding	together - Identifying hardware - Understanding software Sound stories (4 lessons) - Recording audio content - Creating sound effects - Post-production editing	- Refining code using repetition and procedures Effective Searching (4 lessons) - Using search engine - Search raking - Reliable searching - Search algorithms	Coding number variables	- Understanding pitch and texture - Composing a melody Introduction to AI (4 lessons) - exploring how AI works - investigating the positive and negative impacts of AI - considering AI in the future	using variables, input and output
Year 5	Quizzing (5 lessons) - Evaluating the features of a good quiz - Choosing appropriate question type - Making use of feedback and titles - Testing and editing quizzes	Databases (4 lessons) - Understanding and Records and fields - Creating a collaborative database - Searching databases - Analysing data	Game Creator (5 lessons) - Exploring the features of a good game - Designing and making sprites and the game world - Evaluating the playability of games	Spreadsheets (6 lessons) - Using formula - Exploring measurement conversations - Predicting results and identifying patterns - Real world decision making	Coding (6 lessons) - Coding efficiently by refining code - Simulating a physical system - Exploring decomposition and abstraction - Using functions and variables	World processing (6 lessons) - Creating documents - Using images - Entering and editing text - Using tables and templates concept maps (4 lessons) - Creating concept maps - Presenting from a concept map - Making collaborative concept maps



Computing

						Additional unit: Micro:bit (4 lessons) • Exploring sensor input and the accelerometer • Using selection, variables, input and outputs • Coding for the micro:bit pins
Year 6	Blogging (4 lessons) • Planning the theme, content and structure • Writing editing and publishing a blog post • Understanding blog moderation • Reviewing and commenting on blog post Networks (4 lessons) • Identifying examples of networks • Recognising types of networks • Understanding internet services • Discussing positive and negative use of network	Graphing (4 lessons) • Creating a range of graph types • Incorporating multiple datasets • Using graphs to solve a problem • Exporting and importing files Data detectives (4 lessons) • Filtering and sorting data • Grouping data • Linking tables	Coding (6 lessons) • Using functions • Understanding flowcharts and control simulations • Coding for user input	3D modelling (4 lessons) • Working with viewpoints of 3D objects • Adding and editing points on a model • Designing for purpose	Spreadsheets (6 lesson) • Performing calculations • Entering and using formulae • Presenting data • Solving real life problems	Introduction to Python (4 lessons) • Comparing block and text code views • Coding for text output • Working with different datatypes • Coding repetition in Python Additional units: Binary (4 lessons) Micro:bits (4 lessons)