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	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Reception	The early years resources are designed to integrate into the day-today 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 imagative, section 7)
Year 1	**Online safety (1.1)** • Safe login • My work area • Purple mash topics and tools. **Grouping & sorting (1.2)** • Sorting away from computer • Sorting on the computer	**Pictograms (1.3)** • Data in pictures • Class pictogram • Recording results **Lego builders (1.4)** • Following instructions • Creating simple instructions on the computer Consider how the order of instructions affects the result.	**Maze explorers (1.5)** • Functionality of basic directions • Use direction keys • Create and debug a set of instructions • Change and extend the algorithm list. • Create an algorithm. **Animated story books (1.6)** • Drawing and Creating	**Continue -Animated story books (1.6)**	**Spreadsheets (1.8)-** Linked to Maths (money) • Introduction To Spreadsheets • Adding Images to a Spreadsheet and Using the Image Toolbox • Using the	**Coding (1.7)** • Instructions Object and action Events When code executes Setting the scene Using a plan

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			• Animation • Sounds and more • Making a story • Copy and paste		'Speak' and 'Count' Tools in 2Calculate to Count Items. **Technology outside school (1.9)** • What is technology? • Technology outside school	

Year 2	**Online Safety & Exploring Purple Mash (2.2)**
	• Searching and sharing
	• Email using
	  Digital footprint
		Effective Searching (area) (2.5)
		• Understanding the internet and searching
		• Searching the internet
		Sharing knowledge and effective searching
		Creating Pictures (seaside) (2.6)
		• Introduction and impressionism
		• Pointillism art
		• Piet Mondrian
		• William orris and pattern
			Questioning (2.4)
			• Using and creating pictograms
			• Asking yes/no questions
			• Binary trees
				Spreadsheets (2.3)
				(link to Maths LS23 & plants)
				• Copying and pasting totalling tools
				• Add amounts
				  Table and clock graph
					Making Music (2.7)
					• Introduction
					• Explore, edit and combine Sounds
					• Add sounds and tune
					• soundtracks
						Coding (2.1)
						• Algorithm
						• Collision detection
						• Using a timer
						• Different object types
						• Buttons
						• 'Smelly
						• Code'
						Debugging
						
						Presenting ideas (2.8)
						• Presenting a story three ways
						• Presenting idea as a quiz
						• Making a non-fiction file
						  Making a presentation

Year 3	**Online Safety (3.2)** • Safety in numbers (safe password) • Facts or fiction?	**Spreadsheets (3.3)** • Creating pie charts and bar graphs	**Touch-Typing (3.4)** • Home, Top and button row key • Left keys	**Email (3.5)** • Communication • Composing emails • Using email safely	**Branching Databases (3.6)** • Introducing data base (sort	**Graphing (3.8)** • Introduction (enter data into

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	Appropriate content and rating **Presenting (3.9)**
	• Making a presentation from a blank page
	• Adding media
	• Adding animation
	• Presenting with timings
	• Create a presentation
		• Using more than and spin tools
		• Advances mode and cell addresses
			Right keys	• Attachments
				  Email simulations
					objects using yes/no questions)
					• Branching database
					
					Simulations (3.7)
					• What are simulations?
					  Exploring a simulation
						graph and answer questions)
						• Using graph to solve an investigation
						
						Coding (3.1)
						• Using flowcharts
						• Using timer
						• Using repeat
						• Code, test and debug
						  Design and make an interactive scene

Year 4	**Online Safety (4.2)**
	• Phishing (online identity theft)
	• Risks and benefits of installing software including apps.
	• Plagiarism
	• Healthy screen time
	
	Effective Searching (4.7)
	• Using a search engine
	• Using search effectively to answer questions
	  Reliable information sources
		Making Music (4.9)
		• Understanding music (pulse, rhythm, tempo, pitch, texture)
		• Rhythm and tempo
		• Melody and pitch
		• Compose a piece of electronic music
		
		Hardware Investigators (4.8)
		• Hardware
		  Parts of a computer
			Logo (4.5)
			• Introduction
			• Creating letters
			• Using repeat command
			  Using procedures feature
				Animation (4.6)
				• Animating an object
				• Onion skinning and add background and sounds
				• Stop motion animation
					Spreadsheets (4.3)
					• Formula wizard and formatting cells (Currency or decimals)
					• Timer and spin buttons
					• Line graphs
					• Using spreadsheet for budgeting
					  Exploring place value with a spreadsheet
						Coding (4.1)
						• Design code test and debug
						• IF statements
						• Co-ordinates
						• Repeat until and IF/ELSE statements
						• Number variables
						• Making a playable game

Year 5	**Online Safety (5.2)** • Responsibilities and support when online • Protecting privacy • Citing sources • Reliability	**Spreadsheets (5.3)** • Use formula to convert measurements of length and distance • Use spreadsheet to model real life problem	**Game Creator (5.5)** • Setting the scene • Creating game environment • Design the game quest to make a playable game	**Concept Maps (5.7)** • Introduction • Vocabulary • Creating a concept map • Story model • Collaborative concept maps and represent to	**Databases (5.4)** • Searching for information in a database • Creating a class database	**Coding (5.1)** • Coding efficiency (simplify code, create a game) • Simulating a physical system

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		• Use formula to calculate area and perimeter of shapes
		• Using text variables to perform calculations
		  Event planning with a spreadsheet
			• Finishing and sharing
			• Evaluation (self and peer evaluate)
			
			3D Modelling (5.6)
			• Introduction 2Design and Make
			• Moving points
			• Designing a 3D model for a purpose (to fit certain criteria
			  Printing and making
				an audience
				
				Word Processing (Google) (5.8)
				• Making a document from a blank page
				• Inserting images
				• Editing images in Word
				• Adding text
				• Finishing touches
				• Presenting information using tables
				• Writing a letter using a template
					• Creating a topic database	• Decomposition and abstraction
						• Friction and functions
						  Introduction strings

Year 6	**Online Safety (6.2)**
	• Message in a game
	• Online behaviour
	• Screen time
	
	Spreadsheets (6.3)
	• Exploring probability
	• Creating computational model
	• Use a spreadsheet to plan pocket
	• Money spending
	  Planning a school event
		Text Adventures (– Greek Adventure (video) (6.5)
		• What is a text adventure?
		• Planning a story adventure
		• Making a story based adventure game
		• Coding comprehension of text adventure game
		  Debugging and improving a text adventure
			Networks (6.6)
			• The www and the internet
			• Our school network and accessing the internet
			  Research
				Blogging – link to diaries (Anne Frank)
				Video (6.4)
				• What is a blog?
				• Planning a blog
				• Writing a blog
				  Sharing posts and commenting
					Quizzing (6.7)
					• Introduction to 2DIY
					• Create a picture based quiz
					• Question types
					• Exploring grammar quizzes
					• A database quiz
					  Make a quiz to test your teacher/parent
						Coding (6.1)
						• Designing and making a more complex program (timer, score, launch command)
						• Using functions
						• Flowcharts and control simulations (use flowcharts to test and debug a program)
						• User input
						• Make a text base adventure game