

		<u>Autumn 1</u>	<u>Autumn 2</u>	<u>Spring 1</u>	<u>Spring 2</u>	<u>Summer 1</u>	<u>Summer 2</u>
KS1	Rec	E-safety, settling in and introduction to I pads and the computers https://www.purplemash.com/#tab/keeping_safe	Introduction to Busy things effect and programming games	Phonics and maths games on busy things	Knowledge and understanding the world and EAD Apps on Busy Things (using labelling drawing, sorting and matching apps)	Keyboard mouse skills with busy things in the ICT suit	Purple mash (log, and how to use general tools and game in purple mash)
	Year 1	E-safety, logging in, how to make a safe password and keyboard and mouse skills. Teachers/Computing Scheme of Work/Year 1/Unit 1.1 - Online safety Extension – Busythings – Keyboard mouse skills in addition to purple mash exercises	Purple Mash Units (teaching children about pictorial data and manipulation) Unit 1.2 (grouping) and 1.3 (Pictograms)	Purple Mash Animated Stories (Unit 1.6) The series of lessons will provide an opportunity for the children to develop the skills to create, organise, store, manipulate and retrieve digital content through the creation of their own animated story book.	Purple Mash Spreadsheet 1.8 (children will be introduced to spreadsheet, they will add images to the spreadsheet and use the 'Speak and 'Count' in 2Calculate to count the items	Coding in busy things and code studio Introduction to block programming (Go to busy things, Click on Key Stage One then Year One, click on Computing then click on coding).	Coding in code studio Starting studio course B - Algorithms, Sequencing and Loops and Debugging
	Year 2	E-safety – purple mash online safety	Unit 2.3 –(Purple mash) Spreadsheets Using and creating data charts on spread sheets	Unit 2.4 – Questioning and Data representation <i>This unit is designed to help children learn about the importance of phrasing questions and that certain datahandling resources are limited in the answers they can provide.</i>	Code studio – Course C <i>Visual block programming</i>	Purple mash Unit 2.5 Effective searching Teachers/Computing SOW/Year 2 Teaching children online how to search effectively and safely online	Purple mash Unit 2.6 and 2.7 Pictures and Music Teachers/Computing SOW/Year 2 Children will learn to create pictures and music in purple mash to add to their programming and work online

KS2	Year 3	E-safety – purple mash online safety https://www.purplemash.com/#tab/Teachers/computing_sow/computing_sow_y3/computing_sow_y3_unit_3_2 Extension – purple mash timetable games and testing, spag and reading books.	Purple mash – Unit 3.6 Branching data bases	Code studio – Course D <i>Visual block programming</i>	Unit 3.8 –(Purple mash) Graphing Using and creating graphs	Google introduction to Interland – tower of treasure Keeping data and accounts safe	Code studio – Course D <i>Visual block programming - finish unit from Spring 1</i> Extension – Email Busy things - science
	Year 4	E-safety – purple mash online safety PM SOW UNIT 4.2 Extension – purple mash timetable games and testing, spag and reading books.	PM Unit 4.6 Animation Making animations using the purple mash animation software Extension – Effective Internet searching	Purple mash Drawing and programming using LOGO PM SOW UNIT 4.5	PM - Writing for different audiences, using online editors to produce reports on simulations	Google introduction to Interland – Kind Kingdom How to communicate and respond online effectively and safely	Code studio – Course E <i>Visual block programming</i>
	Year 5	E-safety – purple mash online safety PM SOW UNIT 5.2 <i>Extension-</i> Unit 5.7 Concept Mapping Useful tool as it will help children plan topics and their work this year	3D Modelling PM Unit 5.6	<i>PM Spread sheets</i> PM UNIT 5.3	PM Game creator Design, plan and build an online game	Google introduction to Interland – Reality River Spotting the fake and secure communication	Code studio – Course F <i>Visual block programming</i>
	Year 6	E-safety – purple mash online safety PM SOW UNIT 6.2 <i>Extension-</i>	PM Text Adventures Creating, planning and writing interactive stories and	Code studio – CS Fundamentals: Express <i>Course taking them through the whole computing curriculum into KS3. Children will move at their own speed</i>	PM Quizzing	PM Spreadsheets Planning and managing real events	Code studio – CS Fundamentals: Express <i>Course taking them through the whole computing curriculum into KS3. Children will move at their own speed</i>
Extension – Recap and go through E-Safety advice from Google Interland and advice from DFES, LGFL and NSPCC							