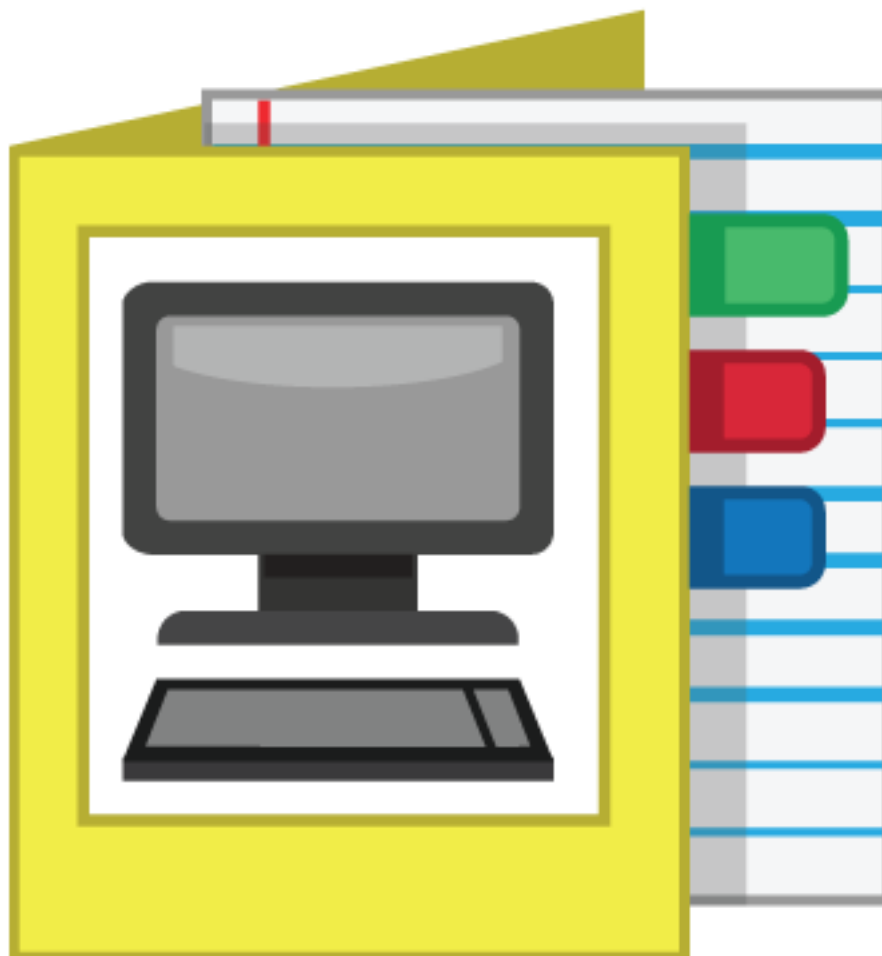




Computing

Scheme of Work

Overview



Introduction

This document contains an overview of the units included in the Purple Mash Computing Scheme of Work for all year groups.

Individual year group overview documents detail the unit lessons for that year group and contain relevant curriculum maps for England, Wales, Scotland and Northern Ireland.

Year group pages also contain assessment documents for these units.

These can be found by clicking the following links or from the Purple Mash Computing Scheme of Work page.

[Year 1](#)

[Year 2](#)

[Year 3](#)

[Year 4](#)

[Year 5](#)

[Year 6](#)

[Mixed Age Classes](#)

The Purple Mash tools used within each unit are detailed in the [Tools section](#) below.

To make the best use of the scheme, children need to be logged onto Purple Mash with their own individual usernames and passwords, so their work will be saved in their own folders automatically and can be easily reviewed and assessed by the class teacher. If children have not used and logged onto Purple Mash before then they will need to spend some time before starting these lessons, learning how to do this. Children can be supported by having their printed logon cards (produced using [Create and Manage Users](#)) to hand.









Lesson plans also make use of the facility within Purple Mash to set activities for pupils which they can then complete and hand-in online (2Dos). This enables you to assess their work easily as well as distribute resources to all pupils. If children have not opened 2Dos before then they will need more detailed instructions about how to do this. A teacher's guide to 2Dos can be found in the teacher's section: [2Dos Guide](#).

If you are currently using a single login per class or group and would like to set up individual logins yourself, then please see our guide to doing so at [Create and Manage Users](#). Alternatively, please contact support at support@2simple.com or 0208 203 1781.

To force links within this document to open in a new tab, right-click on the link then select 'Open link in new tab'.

Units by Year Group – Single Age Classes

Theme Key:

 Coding and Computational thinking	 Spreadsheets	 Internet and Email	 Art and Design	 Music	 Databases and graphing	 Writing and Presenting	 Communication and networks
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Week	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
YEAR 1	Unit 1.1 Online Safety & Exploring Purple Mash				Unit 1.2 Grouping & Sorting		Unit 1.3 Pictograms		Unit 1.4 Lego Builders			Unit 1.5 Maze Explorers			Unit 1.6 Animated Story Books			Unit 1.7 Coding			Unit 1.8 Spreadsheets		Unit 1.9 Technology outside school								
	Weeks – 4				Weeks – 2		Weeks – 3		Weeks – 3			Weeks – 3			Weeks – 5			Weeks – 6			Weeks – 3		Weeks – 2								
	Programs – Various				Programs – 2DIY		Programs – 2Count		Programs – 2DIY			Programs – 2Go			Programs – 2Create A Story			Programs – 2Code			Programs – 2Calculate		Programs – Various								

Week	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
YEAR 2	Unit 2.1 Coding					Unit 2.2 Online Safety		Unit 2.3 Spreadsheets				Unit 2.4 Questioning				Unit 2.5 Effective Searching		Unit 2.6 Creating Pictures			Unit 2.7 Making Music		Unit 2.8 Presenting Ideas								
	Weeks – 5					Weeks – 2		Weeks – 4				Weeks – 5				Weeks – 3		Weeks – 5			Weeks – 3		Weeks – 4								
	Programs – 2Code					Programs – Various		Programs – 2Calculate				Programs – 2Question, 2Investigate				Programs – Browser		Programs – 2PaintAPicture			Programs – 2Sequence		Programs – Various								

Week	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
YEAR 3	Unit 3.1 Coding						Unit 3.2 Online safety		Unit 3.3 Spreadsheets			Unit 3.4 Touch Typing				Unit 3.5 Email (including email safety)					Unit 3.6 Branching Databases			Unit 3.7 Simulations			Unit 3.8 Graphing				
	Number of Weeks – 6						Weeks – 2		Weeks – 3			Weeks – 4				Weeks – 6					Weeks – 4			Weeks – 3			Weeks – 3				
Main Programs – 2Code						Programs – Various		Programs – 2Calculate			Programs – 2Type				Programs – 2Email, 2Connect, 2DIY					Programs – 2Question			Programs – 2Simulate, 2Publish			Programs – 2Graph					
Week	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
YEAR 4	Unit 4.1 Coding						Unit 4.2 Online safety		Unit 4.3 Spreadsheets						Unit 4.4 Writing for different audiences				Unit 4.5 Logo			Unit 4.6 Animation			Unit 4.7 Effective Search		Unit 4.8 Hardware Investigators				
	Number of Weeks – 6						Weeks – 2		Weeks – 6						Weeks – 5				Weeks – 4			Weeks – 3			Weeks – 3		Weeks – 2				
Main Programs – 2Code						Programs – Various		Programs – 2Calculate						Programs – 2Email, 2Connect, 2DIY				Programs – Logo			Programs – 2Animate			Programs – Browser							
Week	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
YEAR 5	Unit 5.1 Coding						Unit 5.2 Online safety		Unit 5.3 Spreadsheets						Unit 5.4 Databases				Unit 5.5 Game Creator			Unit 5.6 3D Modelling			Unit 5.7 Concept Maps						
	Number of Weeks – 6						Weeks – 2		Weeks – 6						Weeks – 4				Weeks – 5			Weeks – 4			Weeks – 4						
Main Programs – 2Code						Programs – Various		Programs – 2Calculate						Programs – 2Question, 2Investigate				Programs – 2DIY 3D			Programs – 2Design and Make			Programs – 2Connect							

Week	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
YEAR 6*	Unit 6.1 Coding						Unit 6.2 Online safety		Unit 6.3 Spreadsheets					Unit 6.4 Blogging				Unit 6.5 Text Adventures			Unit 6.6 Networks		Unit 6.7 Quizzing								
	Number of Weeks – 6						Weeks – 2		Weeks – 5					Weeks – 5				Weeks – 5			Weeks – 3		Weeks – 6								
	Main Programs – 2Code						Programs - Various		Programs – 2Calculate					Programs – 2Blog				Programs – 2Code, 2Connect					Programs – 2Quiz, 2DIY, Text Toolkit, 2Investigate								

* There is an optional unit 6.8 – Understanding Binary that can be used in addition to the above units. It is a four week unit.

Units by Year Group – Mixed Age Classes

Theme Key:

 Coding and Computational thinking	 Spreadsheets	 Internet and Email	 Art and Design	 Music	 Databases and graphing	 Writing and Presenting	 Communication and networks
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In Year 1 and 2 coding, the lessons need to be taught in sequence as each lesson introduces skills that are consolidated and developed in the next lesson. Therefore, it is proposed to teach coding for 11 weeks in Cycle A and none in Cycle B. It is also beneficial for all children to recap unit 1.1 in both cycles as this introduces children new to the class with key skills needed to make the most of Purple Mash.

Week	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33
YEAR 1 & 2 – CYCLE A	Unit 1.1 Online Safety & Exploring Purple Mash Weeks – 4 Programs – Various				Unit 2.5 Effective Searching Weeks – 3 Programs – Browser			Unit 1.4 Lego Builders Weeks – 3 Programs – 2DIY			Unit 1.9 Technology outside school Weeks – 2 Programs – Various		Unit 1.2 Grouping & Sorting Weeks – 2 Programs – 2DIY		Unit 2.6 Creating Pictures Weeks – 5 Programs – 2PaintAPicture				Unit 1.8 Spreadsheets Weeks – 3 Programs – 2Calculate		Unit 1.7 Coding Weeks – 6 Programs – 2Code				Unit 2.1 Coding Weeks – 5 Programs – 2Code								

Week	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33
YEAR 1 & 2 – CYCLE B	Unit 1.1 Online Safety & Exploring Purple Mash Weeks – 4 Programs – Various				Unit 1.5 Maze Explorers Weeks – 3 Programs – 2Go			Unit 2.4 Questioning Weeks – 5 Programs – 2Question, 2Investigate					Unit 2.2 Online Safety Weeks – 2 Programs – Various		Unit 1.6 Animated Story Books Weeks – 5 Programs – 2Create A Story				Unit 2.7 Making Music Weeks – 3 Programs – 2Sequence		Unit 2.3 Spreadsheets Weeks – 4 Programs – 2Calculate			Unit 1.3 Pictograms Weeks – 3 Programs – 2Count		Unit 2.8 Presenting Ideas Weeks – 4 Programs – Various							

Week	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
YEAR 3 & 4 CYCLE A	Coding						Unit 3.2 Online safety	Unit 3.3 Spreadsheets			Unit 3.4 Touch Typing			Unit 3.5 Email (including email safety)				Unit 3.6 Branching Databases		Unit 3.7 Simulations		Unit 3.8 Graphing									
	Number of Weeks – 6						Weeks – 2	Weeks – 3			Weeks – 4			Weeks – 6				Weeks – 4		Weeks – 3		Weeks – 3									
	Main Programs – 2Code						Programs – Various	Programs – 2Calculate			Programs – 2Type			Programs – 2Email, 2Connect, 2DIY				Programs – 2Question		Programs – 2Simulate, 2Publish		Programs – 2Graph									
	See table below for breakdown																														
Week	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
YEAR 3 & 4 CYCLE B	Coding						Unit 4.2 Online safety	Unit 4.3 Spreadsheets				Unit 4.4 Writing for different audiences			Unit 4.5 Logo		Unit 4.6 Animation		Unit 4.7 Effective Search		Unit 4.8 Hardware Investigators										
	Number of Weeks – 6						Weeks – 2	Weeks – 6				Weeks – 5			Weeks – 4		Weeks – 3		Weeks – 3		Weeks – 2										
	Main Programs – 2Code						Programs – Various	Programs – 2Calculate				Programs – 2Email, 2Connect, 2DIY			Programs – Logo		Programs – 2Animate		Programs – Browser												
	See table below for breakdown																														

Coding Breakdown

YEAR 3 & 4 CYCLE A	Accomplishing a goal in a program – Year 3 Lesson 1	Accomplishing a goal in a program – Year 4 Lesson 1	Simulating a physical system – Year 3 Lesson 2	Making a control simulation – Year 4 Lesson 6	Debugging – Year 3 Lesson 5	Debugging – Year 4 Lesson 4
YEAR 3 & 4 CYCLE B	Introducing 'If' statements – Year 3 Lesson 4	Variables and 'if/else' statements – Year 4 Lesson 2	Repetition using a timer and repeat commands – Year 3 Lesson 3	Repetition and user input – Year 4 Lesson 3	Variables – Year 3 Lesson 6	Variables – Year 4 Lesson 5

Week	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
YEAR 5 & 6 CYCLE A*	Unit 5.1 Coding						Unit 5.2 Online safety	Unit 3.3 Spreadsheets						Unit 5.4 Databases				Unit 5.5 Game Creator				Unit 5.6 3D Modelling			Unit 5.7 Concept Maps						
	Number of Weeks – 6						Weeks – 2	Weeks – 6						Weeks – 4				Weeks – 5				Weeks – 4			Weeks – 4						
Main Programs – 2Code						Programs - Various	Programs – 2Calculate						Programs – 2Question, 2Investigate				Programs – 2DIY 3D				Programs – 2Design and Make			Programs – 2Connect							
Week	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
YEAR 5 & 6 CYCLE B*	Unit 6.1 Coding						Unit 6.2 Online safety	Unit 6.3 Spreadsheets						Unit 6.4 Blogging				Unit 6.5 Text Adventures				Unit 6.6 Networks			Unit 6.7 Quizzing						
	Number of Weeks – 6						Weeks – 2	Weeks – 5						Weeks – 5				Weeks – 5				Weeks – 3			Weeks – 6						
Main Programs – 2Code						Programs - Various	Programs – 2Calculate						Programs – 2Blog				Programs – 2Code, 2Connect							Programs – 2Quiz, 2DIY, Text Toolkit, 2Investigate							

* There is an optional unit 6.8 – Understanding Binary that can be used in addition to the above units. It is a four week unit.

Coding Breakdown

YEAR 5 & 6 CYCLE A	Accomplishing a goal in a program – Year 5 Lesson 1	Simulating a physical system – Year 5 Lesson 2	Creating a game with a score and timer – Year 5 Lessons 4 and 5		Using buttons to showcase work – Year 6 Lesson 5	Internet safety – Year 5 Lesson 6
YEAR 5 & 6 CYCLE B	Designing and writing a more complex program – Year 6 Lessons 1 and 2		Introducing text variables – Year 5 Lesson 3	Introducing Functions – Year 6 Lesson 3	Text Adventure – Year 6 Lesson 6	Vocabulary review and quizzes – Year 6 Lesson 4

Tools by Unit

Year	Unit	Title	Tools used
Y1	1.1	Online Safety and Exploring Purple Mash	Avatar creator
			Paint Projects
			Writing Templates
			2Count (Pictograms)
			2Explore (Music)
	1.2	Grouping & Sorting	2Quiz
	1.3	Pictograms	2Connect (Mind Map)
			2Count (Pictograms)
	1.4	Lego Builders	Paint Projects
			Writing Templates
2Quiz			
1.5	Maze Explorers	2Go (coding)	
1.6	Animated Stories	2Create a Story	
1.7	Coding	2Code	
1.8	Spreadsheets	2Calculate	
1.9	Technology Outside School	Writing Templates	

Year	Unit	Title	Tools used
Y2	2.1	Coding	2Code
	2.2	Online Safety	Writing Templates
			Displayboards
			2Respond (2Email)
	2.3	Spreadsheets	2Calculate
	2.4	Questioning	2Question (Binary Databases)
			2Calculate (spreadsheet)
			2Investigate (database)
	2.5	Effective Searching	2Quiz
			Writing Templates
	2.6	Creating Pictures	2Paint a Picture
			Writing Templates
	2.7	Making Music	2Sequence (Music)
2.8	Presenting Ideas	2Connect (Mind Map)	
		2Create a Story (ebook)	
		2Quiz	
		Writing Templates	

Year	Unit	Title	Tools used
Y3	3.1	Coding	2Code
	3.2	Online Safety	2Connect (Mind Map)
			2Blog (Blogging)
			Writing Templates
			Displayboards
	3.3	Spreadsheets	2Calculate
	3.4	Typing	2Type
	3.5	Email	2Email
	3.6	Branching Databases	2Question (Binary Databases)
	3.7	Simulations	2Simulate
			Writing Templates
	3.8	Graphing	2Graph
			Writing Templates
2Blog (Blogging)			

Year	Unit	Title	Tools used
Y4	4.1	Coding	2Code
	4.2	Online Safety	2Connect (Mind Map)
			2Publish Plus
			Displayboards
	4.3	Spreadsheets	2Calculate
	4.4	Writing for Different Audiences	Writing Templates
			2Simulate
			2Connect (Mind Map)
			2Publish Plus
	4.5	Logo	2Logo (text-based coding)
	4.6	Animation	2Animate
	4.7	Effective Searching	2Quiz
			2Connect (Mind Map)
4.8	Hardware Investigators	2Quiz	
		2Connect (Mind Map)	
		Writing Templates	

Year	Unit	Title	Tools used
Y5	5.1	Coding	2Code
	5.2	Online Safety	2Publish Plus
			Writing Templates
			Displayboards
			2Connect (Mind Map)
	5.3	Spreadsheets	2Calculate
	5.4	Databases	2Investigate (database)
			Avatar creator
	5.5	Game Creator	2DIY 3D
			Writing Templates
2Blog (Blogging)			
5.6	3D Modelling	2Design and Make	
		Writing Templates	
5.7	Concept Maps	2Connect (Mind Map)	

Year	Unit	Title	Tools used
Y6	6.1	Coding	2Code
	6.2	Online Safety	2DIY 3D
			2DIY
			2Code
			2Blog (Blogging)
	6.3	Spreadsheets	2Calculate
	6.4	Blogging	2Blog (Blogging)
	6.5	Text Adventures	2Code
			2Connect (Mind Map)
			Writing Templates
	6.6	Networks	2Connect (Mind Map)
			Writing Templates
	6.7	Quizzing	2DIY
			2Quiz
			Text Toolkit
2Investigate (database)			
6.8 (optional)	Understanding Binary	2Connect (Mind Map)	
		2Question (Binary Databases)	
		Writing Templates	
		2Code	