



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.

[Reception](#)

[Year 1](#)

[Year 2](#)

[Year 3](#)

[Year 4](#)

[Year 5](#)

[Year 6](#)

[Mixed Age Classes](#)

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 Mange 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'.

The Scheme of work for **Reception** has been created as a series of lesson Ideas, using the Areas of Learning and Development as starting points. Select the Area of Learning and Development you want to use resources to support and you will find suggested resources (on both Mini Mash and Purple Mash) and practical ideas and activities for using the resources to meet the Early Learning Goal.

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

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 –																								

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																							

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					

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 B	Unit 1.1 Online Safety & Exploring Purple Mash				Unit 1.5 Maze Explorers			Unit 2.4 Questioning					Unit 2.2 Online Safety		Unit 1.6 Animated Story Books					Unit 2.7 Making Music		Unit 2.3 Spreadsheets				Unit 1.3 Pictograms			Unit 2.8 Presenting Ideas						
	Weeks – 4 Programs – Various				Weeks – 3 Programs – 2Go			Weeks – 5 Programs – 2Question, 2Investigate					Weeks – 2 Programs – Various		Weeks – 5 Programs – 2Create A Story					Weeks – 3 Programs – 2Sequence		Weeks – 4 Programs – 2Calculate				Weeks – 3 Programs – 2Count			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								

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

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