Mixed Year Computing Scheme of Work Overview

Below is the overview for cycles 1 and 2 of the computing scheme of work, Stroud Valley Community Primary School uses Purple Mash (and Mini Mash in EYFS) to deliver the computing curriculum across the school. This is adapted depending on the mix and journey of the pupils.

The three main areas of computing are colour coded:

- **Digital literacy.**

- **Computer Science.**

- **Information Technology.**

Year 1/2 Cycle One

Unit 1.1 Online safety & exploring Purple Mash Number of lessons – 4 Programs – various	Unit 2.5 Effective Searching Number of lessons – 3 Programs - Browser	Unit 1.4 Lego Builders Number of lessons – 3 Programs – 2DIY
Unit 1.9 Technology Outside School Number of lessons – 2 Various	Unit 1.2 Grouping & Sorting Number of lessons – 2 Programs – 2DIY	Unit 2.6 Creating Pictures Number of lessons – 5 Programs – 2PaintAPicture
Unit 1.8 Spreadsheets Number of lessons – 3 Programs – 2Calculate	Unit 1.7 Coding Number of lessons – 6 Programs – 2Code	Unit 2.1 Coding Number of lessons – 5 Programs – 2Code

Year 1/2 Cycle Two

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

Year 2 (one year cycle)

Unit 2.1 **Coding** Number of lessons – 6 Programs – 2Code	Unit 2.2 **Online Safety** Number of lessons – 3 Programs – Various	Unit 2.3 **Spreadsheets** Number of lessons – 4 Programs – 2Calculate
Unit 2.4 **Questioning** Number of lessons – 5 Programs – 2Question, 2Investigate	Unit 2.5 **Effective Searching** Number of lessons – 3 Programs – Browser	Unit 2.6 **Creating Pictures** Number of lessons – 5 Programs – 2PaintAPicture
Unit 2.7 **Making Music** Number of lessons – 3 Programs – 2Sequence	Unit 2.8 **Presenting Ideas** Number of lessons – 4 Programs – Various	

Year 3/4 Cycle One

Coding Number of lessons – 6 Main Programs – 2Code *See table below for breakdown.*	Unit 3.2 **Online safety** Number of lessons – 3 Programs – Various	Unit 3.3 **Spreadsheets** Number of lessons – 3 Programs – 2Calculate
Unit 3.4 **Touch Typing** Number of lessons – 4 Programs – 2Type	Unit 3.5 **Email (including email safety)** Number of lessons – 6 Programs – 2Email, 2Connect, 2DIY	Unit 3.6 **Branching Databases** Number of lessons – 4 Programs – 2Question
Unit 3.4 **Touch Typing** Number of lessons – 4 Programs – 2Type	Unit 3.8 **Graphing** Number of lessons – 3 Programs – 2Graph	

Year 3/4 Cycle Two

Coding **Number of lessons – 6** Main Programs – 2Code *See table below for Breakdown*	Unit 4.2 **Online safety** Number of lessons – 4 Programs – Various	Unit 4.3 **Spreadsheets** Number of lessons – 6 Programs – 2Calculate
Unit 4.4 **Writing for different audiences** Number of lessons – 5 Programs – 2Email, 2Connect, 2DIY	Unit 4.5 **Logo** Number of lessons – 4 Programs – Logo	Unit 4.6 **Animation** Number of lessons – 3 Programs – 2Animate
Unit 4.7 **Effective Search** Number of lessons – 3 Programs – Browser	Unit 4.8 **Hardware Investigators** Number of lessons – 2	

Coding Breakdown

YEAR 3 & 4 - CYCLE A					
Using Flowcharts Unit 3.1, Lesson 1	Using Timers Unit 3.1, Lesson 2	'if' statements Unit 4.1, Lesson 2	Coordinates Unit 4.1, Lesson 3	Code, Test and Debug – Unit 3.1, Lesson 4	Design, Code, Test and Debug Unit 4.1, Lesson 1
YEAR 3 & 4 - CYCLE B					
Using Repeat Unit 3.1, Lesson 3	Repeat Until and 'if/else' Statements Unit 4.1, Lesson 4	Number Variables Unit 4.1, Lesson 5	Design and Make an Interactive scene Unit 3.1, Lesson 5-6		Making a Playable game – Unit 4.1, Lesson 6

Year 5/6 Cycle One

Coding Number of lessons – 6 Main Programs – 2Code *See table below for Breakdown*	**Unit 5.2** **Online safety** Number of lessons – 3 Programs - Various	**Unit 5.3** **Spreadsheets** Number of lessons – 6 Programs – 2Calculate
Unit 5.4 **Databases** Number of lessons – 4 Programs – 2Question, 2Investigate	**Unit 5.5** **Game Creator** Number of lessons – 5 Programs – 2DIY 3D	**Unit 5.6** **3D Modelling** Number of lessons – 4 Programs – 2Design and Make
Unit 5.7 **Concept Maps** Number of lessons – 4 Programs – 2Connect		

Year 5/6 Cycle Two

Coding **Number of lessons – 6** Main Programs – 2Code *See table below for breakdown.*	**Unit 6.2** **Online safety** Number of lessons – 2 Programs - Various	**Unit 6.3** **Spreadsheets** Number of lessons – 5 Programs –
Unit 6.4 **Blogging** Number of lessons – 4 Programs – 2Blog	**Unit 6.5** **Text Adventures** Number of lessons – 5 Programs – 2Code, 2Connect	**Unit 6.6** **Networks** Number of lessons – 3
Unit 6.7 **Quizzing** Number of lessons – 6 Programs – 2Quiz, 2DIY, Text Toolkit, 2Investigate		

Year 5/6 table on next page

Coding Breakdown

YEAR 5 & 6 - CYCLE A					
Coding Efficiently Unit 5.1, Lesson 1	Simulating a physical system Unit 5.1, Lesson 2	Friction and Functions Unit 5.1, Lesson 4	Introducing Strings Unit 5.1, Lesson 5	Text Variable and Concatenation Unit 5.1, Lesson 6	User Input Unit 6.1, Lesson 5
YEAR 5 & 6 - CYCLE B					
Designing and writing a more complex program Unit 6.1, Lessons 1 & 2		Decomposition and Abstraction Unit 5.1, Lesson 3	Using Functions Unit 6.1, Lesson 3	Flowcharts and control simulations Unit 6.1, Lesson 4	Text Adventure Unit 6.1, Lesson 6