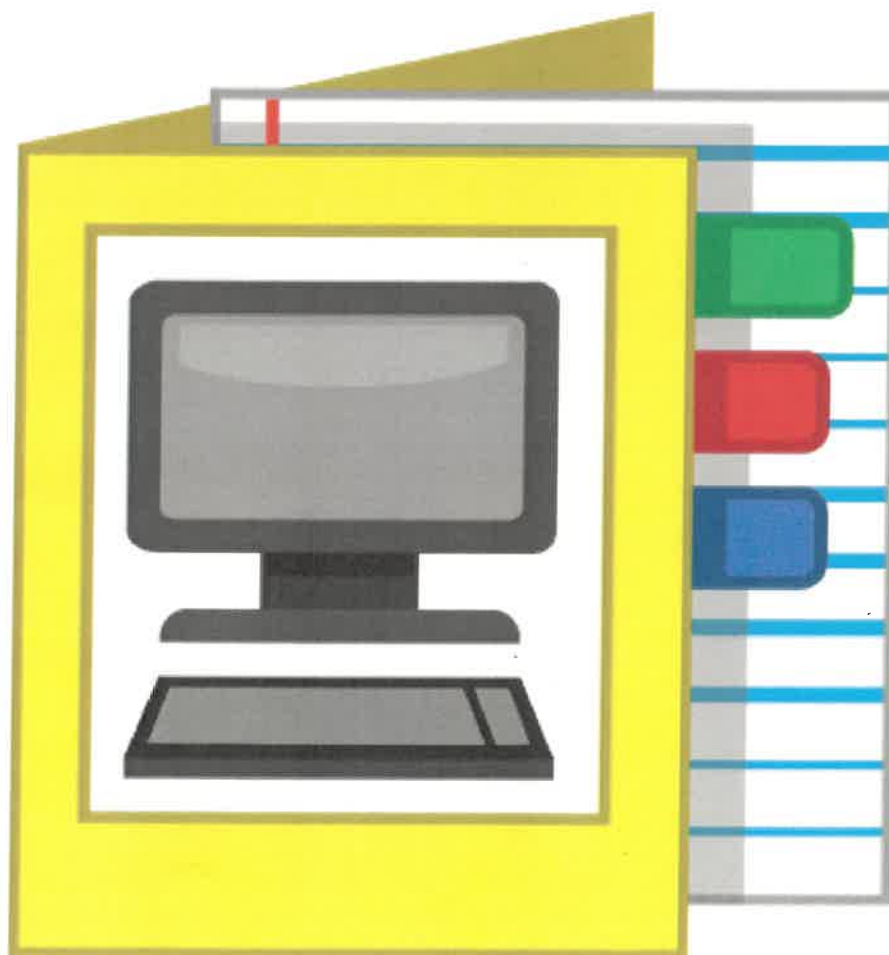




# Computing

## Scheme of Work

### Overview



# Units by Year Group – Mixed Age Classes

## Theme Key:

	Coding and Computational thinking		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		Unit 1.1 Online Safety & Exploring Purple Mash		Unit 2.5 Effective Searching		Unit 1.4 Lego Builders		Unit 1.9 Technology outside school		Unit 1.2 Grouping & Sorting		Unit 2.6 Creating Pictures		Unit 1.8 Spreadsheets		Unit 1.7 Coding		Unit 2.1 Coding		Unit 1.7 Coding		Unit 2.1 Coding		Unit 1.7 Coding		Unit 2.1 Coding		Unit 1.7 Coding		Unit 2.1 Coding		
	Weeks – 4		Weeks – 4		Weeks – 3		Weeks – 3		Weeks – 2		Weeks – 2		Weeks – 5		Weeks – 3		Weeks – 6		Weeks – 5		Weeks – 5		Weeks – 5		Weeks – 6		Weeks – 6		Weeks – 5		Weeks – 5		
	Programs – Various		Programs – Various		Programs – Browser		Programs – 2DIY		Programs – Various		Programs – 2DIY		Programs – 2PaintAPicture		Programs – 2Calculate		Programs – 2Code		Programs – 2Code		Programs – 2Code		Programs – 2Code		Programs – 2Code		Programs – 2Code		Programs – 2Code		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	34
YEAR 1 & 2 – CYCLE B	Unit 1.1 Online Safety & Exploring Purple Mash		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		Unit 1.3 Pictograms		Unit 2.8 Presenting Ideas		Unit 1.3 Pictograms		Unit 2.8 Presenting Ideas		Unit 1.3 Pictograms		Unit 2.8 Presenting Ideas			
	Weeks – 4		Weeks – 4		Weeks – 3		Weeks – 5		Weeks – 3		Weeks – 5		Weeks – 3		Weeks – 4		Weeks – 3		Weeks – 4		Weeks – 4		Weeks – 4		Weeks – 4		Weeks – 3		Weeks – 3		Weeks – 4		Weeks – 4	
	Programs – Various		Programs – 2Go		Programs – 2Investigate		Programs – 2Question, 2Investigate		Programs – Various		Programs – 2Create A Story		Programs – 2Sequence		Programs – 2Calculate		Programs – 2Count		Programs – Various		Programs – Various		Programs – Various		Programs – Various		Programs – Various		Programs – Various		Programs – Various		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	32
YEAR 3 & 4 CYCLE A	Coding		Coding		Coding		Coding		Coding		Coding		Coding		Coding		Coding		Coding		Coding		Coding		Coding		Coding		Coding		Coding	
	Number of Weeks – 6		Number of Weeks – 6		Number of Weeks – 6		Number of Weeks – 6		Number of Weeks – 6		Number of Weeks – 6		Number of Weeks – 6		Number of Weeks – 6		Number of Weeks – 6		Number of Weeks – 6		Number of Weeks – 6		Number of Weeks – 6		Number of Weeks – 6		Number of Weeks – 6		Number of Weeks – 6		Number of Weeks – 6	
	Main Programs – 2Code		Main Programs – 2Code		Main Programs – 2Code		Main Programs – 2Code		Main Programs – 2Code		Main Programs – 2Code		Main Programs – 2Code		Main Programs – 2Code		Main Programs – 2Code		Main Programs – 2Code		Main Programs – 2Code		Main Programs – 2Code		Main Programs – 2Code		Main Programs – 2Code		Main Programs – 2Code		Main Programs – 2Code	
See table below for breakdown		See table below for breakdown		See table below for breakdown		See table below for breakdown		See table below for breakdown		See table below for breakdown		See table below for breakdown		See table below for breakdown		See table below for breakdown		See table below for breakdown		See table below for breakdown		See table below for breakdown		See table below for breakdown		See table below for breakdown		See table below for breakdown		See table below for breakdown		
YEAR 3 & 4 CYCLE B	Coding		Coding		Coding		Coding		Coding		Coding		Coding		Coding		Coding		Coding		Coding		Coding		Coding		Coding		Coding		Coding	
	Number of Weeks – 6		Number of Weeks – 6		Number of Weeks – 6		Number of Weeks – 6		Number of Weeks – 6		Number of Weeks – 6		Number of Weeks – 6		Number of Weeks – 6		Number of Weeks – 6		Number of Weeks – 6		Number of Weeks – 6		Number of Weeks – 6		Number of Weeks – 6		Number of Weeks – 6		Number of Weeks – 6		Number of Weeks – 6	
	Main Programs – 2Code		Main Programs – 2Code		Main Programs – 2Code		Main Programs – 2Code		Main Programs – 2Code		Main Programs – 2Code		Main Programs – 2Code		Main Programs – 2Code		Main Programs – 2Code		Main Programs – 2Code		Main Programs – 2Code		Main Programs – 2Code		Main Programs – 2Code		Main Programs – 2Code		Main Programs – 2Code		Main Programs – 2Code	
See table below for breakdown		See table below for breakdown		See table below for breakdown		See table below for breakdown		See table below for breakdown		See table below for breakdown		See table below for breakdown		See table below for breakdown		See table below for breakdown		See table below for breakdown		See table below for breakdown		See table below for breakdown		See table below for breakdown		See table below for breakdown		See table below for breakdown		See table below for breakdown		

\* There is an optional unit 4.9 – Making Music that can be used in addition to the above units. It is a four week unit.

**Coding Breakdown**

YEAR 3 & 4 CYCLE A	Review previous coding – Year 3, Lesson 1	Simulating a physical system – Year 3, Lesson 2	Making a timer – Year 4, Lesson 4	Debugging – Year 3, Lesson 6	Making a control simulation – Year 4, Lesson 5	Decomposition and Abstraction – Year 4, Lesson 6
	Review previous coding, Y4, lesson 1	Introducing 'if' statements – Year 3, Lesson 3	'if/else' statements – Year 4, Lesson 2	Repetition – Year 3, Lesson 5	Repeat until – Year 4, Lesson 3	Variables – Year 3, Lesson 4

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 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 Main Programs – 2Code		Weeks – 3 Programs - Various		Weeks – 5 Programs – 2Calculate		Weeks – 4 Programs – 2Question, 2Investigate		Weeks – 5 Programs – 2DIY 3D		Weeks – 4 Programs – 2Design and 2Make		Weeks – 4 Programs – 2Connect																			
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 Main Programs – 2Code		Weeks – 3 Programs - Various		Weeks – 5 Programs – 2Calculate		Weeks – 5 Programs – 2Blog		Weeks – 5 Programs – 2Code, 2Connect		Weeks – 3 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	Review Previous coding – 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	The Launch Command – Year 5 Lesson 6	Using User Input – Year 6, Lesson 4
	Designing and writing a more complex program – Year 6 Lessons 1 and 2	5 Lesson 3	Introducing text variables – Year 5 Lesson 3	Flowcharts and control simulations – Year 6, Lesson 5	Text Adventure – Year 6 Lesson 6