Computing Coverage: Progression of Units

Purple Mash

Rather than a scheme with set lessons, the early years resources are designed to integrate into the day-today routine and set-up of an early years setting with opportunities for using Mini Mash or Purple Mash as part of the Early Years curriculum to support children in working towards early learning goals. In addition, there are units of suggested ideas that focus on computing skills specifically, that can also be provided as opportunities for learning as part of the topics in other areas to give children a sound basis to explore topics using technology and to be ready for progressing through the Computing curriculum. These are as follows and are designed to be integrated and linked to wider early years curriculum areas. These have been loosely classified into the three streams but there is overlap between all three streams.

Predominant Area of Computing*		
Computer Science	Information Technology	Digital Literacy

*Most units will include aspects of all strands.

Reception:

Mouse and Trackpad Skills	Keyboard Skills	Drawing skills	Robots	Sounds	Photography
Technology Around Us	Hardware	Safety and Privacy	Quizzes	Using Purple Mash with an Individual Login	

By the end of Reception, children will have learnt how to:

• take and watch electronic photographs and videos

• use technology for drawing and songs

• access online information

• enter a simple algorithm into a floor turtle

• use basic technology safely online and offline

• role-play with technology in real-life scenarios e.g. phones, keyboards

This early exposure prepares the children so that in KS1 they can:

• digitally draw and save artwork

• program floor turtles using sequences of instructions and evaluate them

• begin to add and type text to a document

• understand how to behave positively online and how/where to seek support

(Refer to Nursery to Year 1 progression document)

Computing KS1 Year 1 & 2 Cycle A and B

Year 1/2 (Cycle A)

Legend: 🟦 Information Technology 🟥 Computer Science 🟧 Digital Literacy

Unit Title	Introduction to PM (1) *	Creative Computing (1) *	Creating Pictures (2) *	Spreadsheets (2)	Animated Stories (1)	Coding (1)	Coding (2)
Lessons	3	4	5	6	6	6	6
Online Safety – Delivered throughout the year using 2BeSafe – Being Safe in a Digital World							

Year 1/2 (Cycle B)

Unit Title	Introduction to PM (1) *	Route Explorers (2) *	The Internet (2) *	Data Explorers (1) *	Questioning (2)	Making Beats (1)	Creating & Following Instructions (1)	Presenting Ideas (2)	Technology Around Us (1)
Lessons	3	4	4	6	4	4	3	4	4
Online Safety – Delivered throughout the year using 2BeSafe – Being Safe in a Digital World									

KS2 Year 3 & 4 Cycle A and B

Year 3/4 (Cycle A)

Unit Title	Email (3) *	Unpacking Hardware & Software (4) *	Route Planners (3) *	Effective Searching (4)	Coding (3/4 – See coding breakdown table below)	Presentations (3) (Microsoft, Apple & Google)	Spreadsheets (3)
Lessons	6	4	5	4	6	5	6
	Online Safety – Delivered throughout the year using 2BeSafe – Being Safe in a Digital World						

Year 3/4 (Cycle B)

Unit Title	Animation (4) *	Logo (4) *	Branching Databases (3) *	Sound Stories (4)	Coding (3/4 – See coding breakdown table below)	Composing Beats (4)	Touch Typing (3)	Introduction to AI (4)
Lessons	6	4	4	4	6	4	4	4
	Online Safety – Delivered throughout the year using 2BeSafe – Being Safe in a Digital World							

Additional Units	Introduction to Purple Mash	micro:bit (3)	micro:bit (4)
Lessons	2	4	4

Year 3/4 (Coding Breakdown)

Coding lessons from both year 3 and 4 have been grouped in cycles of related concepts that support progression in a mixed year class.

YEAR 3 & 4 - CYCLE A						
Title	Using Flowcharts	Using Timers	'if' statements	Coordinates	Code, Test and Debug	Design, Code, Test and Debug
Year and lesson number	Year 3 Lesson 1	Year 3 Lesson 2	Year 4 Lesson 2	Year 4 Lesson 3	Year 3 Lesson 4	Year 4 Lesson 1

YEAR 3 & 4 - CYCLE B						
Title	Using Repeat	Repeat Until and 'if/else' Statements	Number Variables	Design and Make an Interactive scene	Design and Make an Interactive scene	Making a Playable game
Year and lesson number	Year 3 Lesson 3	Year 4 Lesson 4	Year 4 Lesson 5	Year 3 Lesson 5	Year 3 Lesson 6	Year 4 Lesson 6