



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
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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 – 3			Weeks – 3			Weeks – 5					Weeks – 6			Weeks – 3		Weeks – 2									
	Programs – Various					Programs – 2DIY			Programs – 2Count		Programs – 2DIY			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 – 4				Weeks – 5						Weeks – 5				Weeks – 3			Weeks – 4							
	Programs – 2Code						Programs – 2Calculate				Programs – 2Question, 2Investigate						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							

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

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				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				Weeks – 3			Weeks – 5					Weeks – 2		Weeks – 5					Weeks – 3			Weeks – 4				Weeks – 3			Weeks – 4			
	Programs – Various				Programs – 2Go			Programs – 2Question, 2Investigate					Programs – 2		Programs – 2Create A Story					Programs – 2Sequence			Programs – 2Calculate				Programs – 2Count			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 See table below for breakdown						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 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 See table below for breakdown						Programs – Various	Programs – 2Calculate				Programs – 2Email, 2Connect, 2DIY			Programs – Logo		Programs – 2Animate		Programs – Browser												

Coding Breakdown

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 Tel: 0208 203 1781 | Email: support@2simple.com | Twitter: [@2simplesoftware](https://twitter.com/2simplesoftware)

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						

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