WHOLE SCHOOL OVERVIEW

COMPUTING

	HALF TERM					
	1	2	3	4	5	6
FS2	Mini Mash		Mini Mash Early Computing Skills – Mouse and Trackpad skills		Mini Mash Early Computing Skills – Keyboard Skills	Mini Mash Early Computing Skills – Using Purple Mash with an Individual Login
CA Y1	Exploring Purple Mash (1) - 3 lessons	Creating Pictures (2) - 5 lessons	Coding (1) - 6 lessons	The Internet (2) - 4 lessons	Coding (2) - 6 lessons	Spreadsheets (2) - 6 lessons	Making Beats (1) - 4 lessons
CB Y2	Exploring Purple Mash (1) - 3 lessons	Creating Movements (1) - 4 lessons	Data Explorers (1) - 6 lessons	Creating And Following Instructions (1) - 3 lessons	Route Explorers (2) - 4 lessons	Questioning (2) - 4 lessons	Animated Storybooks (1) - 6 lessons	Technology Outside School (1) - 4 lessons
CA Y3	Sound Stories (4) - 4 lessons	Unpacking Hardware and Software (4) - 4 lessons	Route Planners (3) - 5 lessons	Effective Searching (4) - 4 lessons	Cycle B Mixed 3/4 Planning - 6 lessons	Micro:bits (4) - 4 lessons	Spreadsheets (3) - 6 lessons
CB Y4	Touch Typing (3) - 4 lessons	Logo (4) - 4 lessons	Animations (4) - 6 lessons	Cycle A - Mixed Age 3/4 Coding - 6 lessons	Branching Databases (3) - 4 lessons	Micro:bits (3) - 4 lessons	Email (3) - 6 lessons
CA Y5	Databases (5) - 4 lessons	Concept Maps (5) - 4 lessons	Cycle A - Mixed Age 5/6 Coding - 6 lessons	Game Creator (5) - 5 lessons	Micro:bits (5) - 4 lessons	Word Processing (5) - 6 lessons	Networks (6) - 4 lessons
CB Y6	Blogging (6) - 4 lessons	Quizzing (5) - 4 lessons	Cycle B - Mixed Age 5/6 coding - 6 lessons	3D Modelling (6) - 5 lessons	Micro:bits (6) - 4 lessons	Spreadsheets (6) - 6 lessons	Introduction to Python (6) - 4 lessons

Computer Science, Information Technology, Digital Literacy

- Planned for less than the 39 weeks in school each year. 2BeSafe delivered through assemblies
- Use **2BeSafe** for online safety – This can be found in Teachers – Planning. Each session is short and doesn't need devices to be used.

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**	**Timers**	**Selection**	**Coordinates**	**Nesting**	**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	**Repeats**	**Looping Code**	**Number Variables**	**Design a Program**	**Coding a Program**	**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**

Year 5/6 (Coding Breakdown)

Coding lessons from both year 5 and 6 have been grouped in cycles of related concepts that support progression in a mixed year class.

YEAR 5 & 6 - CYCLE A						
Title	**Coding Efficiently**	**Simulating a Physical System**	**Datatypes**	**User Input**	**Code Comprehension and Debugging**	**Flowcharts and Control Simulations**
Year and lesson number	**Year 5 Lesson 1**	**Year 5 Lesson 2**	**Year 5 Lesson 5**	**Year 6 Lesson 3**	**Year 5 Lesson 6**	**Year 6 Lesson 4**

YEAR 5 & 6 - CYCLE B						
Title	**Using Cloning**	**Using Hotspots**	**Decomposition and Abstraction**	**Functions**	**Using Program Design Documents**	**Text - Based Adventure**
Year and lesson number	**Year 6 Lesson 1**	**Year 6 Lesson 2**	**Year 5 Lesson 3**	**Year 5 Lesson 4**	**Year 6 Lesson 5**	**Year 6 Lesson 6**