



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.

[Year 1](#)

[Year 2](#)

[Year 3](#)

[Year 4](#)

[Year 5](#)

[Year 6](#)

[Mixed Age Classes](#)

The Purple Mash tools used within each unit are detailed in the [Tools section](#) below.

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 Manage 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'.

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 – 2		Weeks – 3		Weeks – 3			Weeks – 3			Weeks – 5					Weeks – 6					Weeks – 3			Weeks – 2			
	Programs – Various				Programs – 2DIY		Programs – 2Count		Programs – 2DIY			Programs – 2Go			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	32
YEAR 2	Unit 2.1 Coding Weeks – 5 Programs – 2Code					Unit 2.2 Online Safety Weeks – 3 Programs – Various			Unit 2.3 Spreadsheets Weeks – 4 Programs – 2Calculate				Unit 2.4 Questioning Weeks – 5 Programs – 2Question, 2Investigate					Unit 2.5 Effective Searching Weeks – 3 Programs – Browser		Unit 2.6 Creating Pictures Weeks – 5 Programs – 2PaintAPicture					Unit 2.7 Making Music Weeks – 3 Programs – 2Sequence			Unit 2.8 Presenting Ideas Weeks – 4 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	Unit 3.1 Coding Number of Weeks – 6 Main Programs – 2Code						Unit 3.2 Online safety Weeks – 3 Programs – Various			Unit 3.3 Spreadsheets Weeks – 3 Programs – 2Calculate			Unit 3.4 Touch Typing Weeks – 4 Programs – 2Type			Unit 3.5 Email (including email safety) Weeks – 6 Programs – 2Email, 2Connect, 2DIY						Unit 3.6 Branching Databases Weeks – 4 Programs – 2Question			Unit 3.7 Simulations Weeks – 3 Programs – 2Simulate, 2Publish			Unit 3.8 Graphing Weeks – 3 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	32	33
YEAR 4	Unit 4.1 Coding Number of Weeks – 6 Main Programs – 2Code						Unit 4.2 Online safety Weeks – 4 Programs – Various			Unit 4.3 Spreadsheets Weeks – 6 Programs – 2Calculate						Unit 4.4 Writing for different audiences Weeks – 5 Programs – 2Email, 2Connect, 2DIY					Unit 4.5 Logo Weeks – 4 Programs – Logo			Unit 4.6 Animation Weeks – 3 Programs – 2Animate		Unit 4.7 Effective Search Weeks – 3 Programs – Browser		Unit 4.8 Hardware Investigators Weeks – 2					
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 5	Unit 5.1 Coding Number of Weeks – 6 Main Programs – 2Code						Unit 5.2 Online safety Weeks – 3 Programs - Various			Unit 5.3 Spreadsheets Weeks – 6 Programs – 2Calculate						Unit 5.4 Databases Weeks – 4 Programs – 2Question, 2Investigate				Unit 5.5 Game Creator Weeks – 5 Programs – 2DIY 3D				Unit 5.6 3D Modelling Weeks – 4 Programs – 2Design and Make			Unit 5.7 Concept Maps Weeks – 4 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	32
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					

* 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.

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
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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 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	34
YEAR 1 & 2 – CYCLE B	Unit 1.1 Online Safety & Exploring Purple Mash Weeks – 4 Programs – Various				Unit 1.5 Maze Explorers Weeks – 3 Programs – 2Go			Unit 2.4 Questioning Weeks – 5 Programs – 2Question, 2Investigate					Unit 2.2 Online Safety Weeks – 3 Programs – Various			Unit 1.6 Animated Story Books Weeks – 5 Programs – 2Create A Story				Unit 2.7 Making Music Weeks – 3 Programs – 2Sequence		Unit 2.3 Spreadsheets Weeks – 4 Programs – 2Calculate			Unit 1.3 Pictograms Weeks – 3 Programs – 2Count			Unit 2.8 Presenting Ideas Weeks – 4 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 Number of Weeks – 6 Main Programs – 2Code See table below for breakdown						Unit 3.2 Online safety Weeks – 3 Programs – Various			Unit 3.3 Spreadsheets Weeks – 3 Programs – 2Calculate			Unit 3.4 Touch Typing Weeks – 4 Programs – 2Type			Unit 3.5 Email (including email safety) Weeks – 6 Programs – 2Email, 2Connect, 2DIY					Unit 3.6 Branching Databases Weeks – 4 Programs – 2Question			Unit 3.7 Simulations Weeks – 3 Programs – 2Simulate, 2Publish			Unit 3.8 Graphing Weeks – 3 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	32	33
YEAR 3 & 4 CYCLE B	Coding Number of Weeks – 6 Main Programs – 2Code See table below for breakdown						Unit 4.2 Online safety Weeks – 4 Programs – Various			Unit 4.3 Spreadsheets Weeks – 6 Programs – 2Calculate						Unit 4.4 Writing for different audiences Weeks – 5 Programs – 2Email, 2Connect, 2DIY					Unit 4.5 Logo Weeks – 4 Programs – Logo			Unit 4.6 Animation Weeks – 3 Programs – 2Animate			Unit 4.7 Effective Search Weeks – 3 Programs – Browser			Unit 4.8 Hardware Investigators Weeks – 2			

Coding Breakdown

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	32
YEAR 5 & 6 CYCLE A*	Unit 5.1 Coding Number of Weeks – 6 Main Programs – 2Code						Unit 5.2 Online safety Weeks – 3 Programs - Various			Unit 3.3 Spreadsheets Weeks – 6 Programs – 2Calculate					Unit 5.4 Databases Weeks – 4 Programs – 2Question, 2Investigate				Unit 5.5 Game Creator Weeks – 5 Programs – 2DIY 3D				Unit 5.6 3D Modelling Weeks – 4 Programs – 2Design and Make			Unit 5.7 Concept Maps Weeks – 4 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	32
YEAR 5 & 6 CYCLE B*	Unit 6.1 Coding Number of Weeks – 6 Main Programs – 2Code						Unit 6.2 Online safety Weeks – 3 Programs - Various			Unit 6.3 Spreadsheets Weeks – 5 Programs – 2Calculate					Unit 6.4 Blogging Weeks – 5 Programs – 2Blog				Unit 6.5 Text Adventures Weeks – 5 Programs – 2Code, 2Connect				Unit 6.6 Networks Weeks – 3		Unit 6.7 Quizzing Weeks – 6 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	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

Tools by Unit

Year	Unit	Title	Tools used
Y1	1.1	Online Safety and Exploring Purple Mash	Avatar creator
			Paint Projects
			Writing Templates
			2Count (Pictograms)
			2Explore (Music)
	1.2	Grouping & Sorting	2Quiz
	1.3	Pictograms	2Connect (Mind Map)
			2Count (Pictograms)
	1.4	Lego Builders	Paint Projects
			Writing Templates
			2Quiz
	1.5	Maze Explorers	2Go (coding)
	1.6	Animated Stories	2Create a Story
	1.7	Coding	2Code
	1.8	Spreadsheets	2Calculate
	1.9	Technology Outside School	Writing Templates

Year	Unit	Title	Tools used
Y2	2.1	Coding	2Code
	2.2	Online Safety	Writing Templates
			Displayboards
			2Respond (2Email)
	2.3	Spreadsheets	2Calculate
	2.4	Questioning	2Question (Binary Databases)
			2Calculate (spreadsheet)
			2Investigate (database)
	2.5	Effective Searching	2Quiz
			Writing Templates
	2.6	Creating Pictures	2Paint a Picture
			Writing Templates
	2.7	Making Music	2Sequence (Music)
	2.8	Presenting Ideas	2Connect (Mind Map)
			2Create a Story (ebook)
			2Quiz
			Writing Templates

Year	Unit	Title	Tools used
Y3	3.1	Coding	2Code
	3.2	Online Safety	2Connect (Mind Map)
			2Blog (Blogging)
			Writing Templates
			Displayboards
	3.3	Spreadsheets	2Calculate
	3.4	Typing	2Type
	3.5	Email	2Email
	3.6	Branching Databases	2Question (Binary Databases)
	3.7	Simulations	2Simulate
			Writing Templates
	3.8	Graphing	2Graph
			Writing Templates
			2Blog (Blogging)

Year	Unit	Title	Tools used
Y4	4.1	Coding	2Code
	4.2	Online Safety	2Connect (Mind Map)
			2Publish Plus
			Displayboards
	4.3	Spreadsheets	2Calculate
	4.4	Writing for Different Audiences	Writing Templates
			2Simulate
			2Connect (Mind Map)
			2Publish Plus
	4.5	Logo	2Logo (text-based coding)
	4.6	Animation	2Animate
	4.7	Effective Searching	2Quiz
			2Connect (Mind Map)
	4.8	Hardware Investigators	2Quiz
			2Connect (Mind Map)
			Writing Templates

Year	Unit	Title	Tools used
Y5	5.1	Coding	2Code
	5.2	Online Safety	2Publish Plus
			Writing Templates
			Displayboards
			2Connect (Mind Map)
	5.3	Spreadsheets	2Calculate
	5.4	Databases	2Investigate (database)
			Avatar creator
	5.5	Game Creator	2DIY 3D
			Writing Templates
			2Blog (Blogging)
	5.6	3D Modelling	2Design and Make
			Writing Templates
	5.7	Concept Maps	2Connect (Mind Map)

Year	Unit	Title	Tools used
Y6	6.1	Coding	2Code
	6.2	Online Safety	2DIY 3D
			2DIY
			2Code
			2Blog (Blogging)
	6.3	Spreadsheets	2Calculate
	6.4	Blogging	2Blog (Blogging)
	6.5	Text Adventures	2Code
			2Connect (Mind Map)
			Writing Templates
	6.6	Networks	2Connect (Mind Map)
			Writing Templates
	6.7	Quizzing	2DIY
			2Quiz
			Text Toolkit
			2Investigate (database)
	6.8 (optional)	Understanding Binary	2Connect (Mind Map)
			2Question (Binary Databases)
			Writing Templates
			2Code