

## Computing Curriculum Overview 2019-20

Each class uses Purple Mash as the base scheme to deliver the Computing curriculum across school.

### What we teach and when?

## 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																								
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					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 – 3			Weeks – 4				Weeks – 5				Weeks – 3		Weeks – 5			Weeks – 3		Weeks – 4								
	Programs – 2Code					Programs – Various			Programs – 2Calculate				Programs – 2Question, 2Investigate				Programs – Browser		Programs – 2PaintAPicture			Programs – 2Sequence		Programs – Various								

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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 – 3			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	32	33
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 – 4			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	32	
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 – 3			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														

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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.

In 2019-20 staff will be working with Computing staff at St John's training in the use of 'Micro:bits'. Through the year they will be introduced into our delivery of Coding and simulations.