

Computing Scheme of Work Overview:

EYFS Units of Learning:

Mouse and Trackpad Skills

- This includes clicking, navigating using the movement of the mouse and dragging and dropping.
- The activities aim to support children in developing the hand-eye coordination skills and fine-motor required to operate a mouse effectively.
- A typical laptop trackpad is also introduced.

Keyboard Skills

- This includes simple typing, capital letters and function keys such as 'enter'.
- Activities are included that match lower-case and capital letters as most keyboards that children encounter will contain capital letters.
- It also includes recognising different fonts for example, an 'a' written a or A.
- Children can also combine mouse skills and typing skills using the mouse or arrow keys to control the cursor when writing.

Drawing skills

- This includes choosing pens and style and composing drawn images on screen.
- It also includes the undo function.
- The use of a tablet is suggested as well as a mouse to enable children to mark make using touch.

Robots

- The use and control of floor robots; ideas are included for structured play with robots, starting with toy vehicles initially.
- There are also ideas that start to develop children's logical processing skills in terms of following and creating instructions and making predictions.

Sounds

- These ideas make use of recording tools within Purple Mash
- Children will also create music using the tools.

Photography

- Ideas for using photos in the classroom.
- How to upload images; a variety of devices and connections are suggested but will need to be adapted to the resources available in the school.

Technology Around Us

- A selection of role-play ideas for including technology in play.

Hardware

- Introduces knowledge about the parts of a computer and how to look after equipment.
- Basic computer hygiene, including handwashing, being gentle and keeping food and drinks away from devices.

Safety and Privacy

- Cross-over with PSHE curriculum: many of these aspects will be covered in PSHE sessions and can be extended to lay the foundations for online safety awareness.
- Introduces the idea of ownership and privacy.
- How to recognise when you are not comfortable with something.
- The concept of a helping hand of people to get support from.
- The idea of how to say no to something
- Keeping healthy; link to screentime
- Being kind

Year 1 Whole Year Overview

Predominant Area of Computing*		
	Computer Science	
	Information Technology	
	Digital Literacy	

*Most units will include aspects of all strands.

It is recommended that you teach unit 1.1 first as it introduces Purple Mash. Except for unit 1.1, these units can be taught in any order to meet the needs of your wider curriculum.

<p>Unit 1.1 Online Safety & Exploring Purple Mash</p> <p>Number of lessons – 4</p> <p>Programs – Various</p>	<p>Unit 1.2 Grouping & Sorting</p> <p>Number of lessons – 2</p> <p>Programs – 2DIY</p>	<p>Unit 1.3 Pictograms</p> <p>Number of lessons – 3</p> <p>Programs – 2Count</p>
<p>Unit 1.4 Lego Builders</p> <p>Number of lessons – 3</p> <p>Programs – 2DIY</p>	<p>Unit 1.5 Maze Explorers</p> <p>Number of lessons – 3</p> <p>Programs – 2Go</p>	<p>Unit 1.6 Animated Story Books</p> <p>Number of lessons – 5</p> <p>Programs – 2Create A Story</p>
<p>Unit 1.7 Coding</p> <p>Number of lessons – 6</p> <p>Programs – 2Code</p>	<p>Unit 1.8 Spreadsheets</p> <p>Number of lessons – 3</p> <p>Programs – 2Calculate</p>	<p>Unit 1.9 Technology outside school</p> <p>Number of lessons – 2</p> <p>Programs – Various</p>

Year 2 Whole Year Overview

Predominant Area of Computing*		
	Computer Science	
	Information Technology	
	Digital Literacy	

*Most units will include aspects of all strands.

These units can be taught in any order to meet the needs of your wider curriculum.

<p>Unit 2.1 Coding</p> <p>Number of lessons – 6</p> <p>Programs – 2Code</p>	<p>Unit 2.2 Online Safety</p> <p>Number of lessons – 3</p> <p>Programs – Various</p>	<p>Unit 2.3 Spreadsheets</p> <p>Number of lessons – 4</p> <p>Programs – 2Calculate</p>
<p>Unit 2.4 Questioning</p> <p>Number of lessons – 5</p> <p>Programs – 2Question, 2Investigate</p>	<p>Unit 2.5 Effective Searching</p> <p>Number of lessons – 3</p> <p>Programs – Browser</p>	<p>Unit 2.6 Creating Pictures</p> <p>Number of lessons – 5</p> <p>Programs – 2PaintAPicture</p>
<p>Unit 2.7 Making Music</p> <p>Number of lessons – 3</p> <p>Programs – 2Sequence</p>	<p>Unit 2.8 Presenting Ideas</p> <p>Number of lessons – 4</p> <p>Programs – Various</p>	

Year 3 Whole Year Overview

Predominant Area of Computing*		
Computer Science	Information Technology	Digital Literacy

*Most units will include aspects of all strands.

These units can be taught in any order to meet the needs of your wider curriculum.

Unit 3.1 Coding Number of lessons – 6 Main Programs – 2Code	Unit 3.2 Online safety Number of lessons – 3 Programs – Various	Unit 3.3 Spreadsheets Number of lessons – 3* Programs – 2Calculate
Unit 3.4 Touch Typing Number of lessons – 4 Programs – 2Type	Unit 3.5 Email (including email safety) Number of lessons – 6 Programs – 2Email, 2Connect, 2DIY	Unit 3.6 Branching Databases Number of lessons – 4 Programs – 2Question
Unit 3.7 Simulations Number of lessons – 3 Programs – 2Simulate, 2Publish	Unit 3.8 Graphing Number of lessons – 2 Programs – 2Graph	Unit 3.9 Presenting (with Microsoft PowerPoint or Google Slides) Number of Lessons – 5 or 6 (version dependent) Main Program – MS PowerPoint or Google Slides

Year 4 Whole Year Overview

Predominant Area of Computing*		
Computer Science	Information Technology	Digital Literacy

*Most units will include aspects of all strands.

These units can be taught in any order to meet the needs of your wider curriculum.

Unit 4.7 Effective Search Number of lessons – 3 Programs – Browser	Unit 4.1 Coding Number of lessons – 6 Main Programs – 2Code	Unit 4.2 Online safety Number of lessons – 4 Programs – Various
Unit 4.3 Spreadsheets Number of lessons – 6 Programs – 2Calculate	Unit 4.4 Writing for different audiences Number of lessons – 5 Programs – 2Email, 2Connect, 2DIY	Unit 4.5 Logo Number of lessons – 4 Programs – Logo
Unit 4.6 Animation Number of lessons – 3 Programs – 2Animate	Unit 4.8 Hardware Investigators Number of lessons – 2	Unit 4.9 Making Music Number of Lessons – 4 Main Program – Busy Beats
OPTIONAL UNIT Unit 4.10 Artificial Intelligence Number of Lessons – 4		

Year 5 Whole Year Overview

Predominant Area of Computing*					
■	Computer Science	■	Information Technology	■	Digital Literacy

*Most units will include aspects of all strands.

These units can be taught in any order to meet the needs of your wider curriculum.

<p>Unit 5.1 Coding</p> <p>Number of lessons – 6</p> <p>Main Programs – 2Code</p>	<p>Unit 5.2 Online safety</p> <p>Number of lessons – 3</p> <p>Programs - Various</p>	<p>Unit 5.3 Spreadsheets</p> <p>Number of lessons – 6</p> <p>Programs – 2Calculate</p>
<p>Unit 5.4 Databases</p> <p>Number of lessons – 4</p> <p>Programs – 2Question, 2Investigate</p>	<p>Unit 5.5 Game Creator</p> <p>Number of lessons – 5</p> <p>Programs - 2DIY 3D</p>	<p>Unit 5.6 3D Modelling</p> <p>Number of lessons – 4</p> <p>Programs – 2Design and Make</p>
<p>Unit 5.7 Concept Maps</p> <p>Number of lessons – 4</p> <p>Programs – 2Connect</p>	<p>Unit 5.8 Word processing (with Microsoft Word or Google Docs)</p> <p>Number of Lessons – 8</p> <p>Main program – MS Word or Google Docs</p>	<p>Unit 5.9 Using External Devices – Purple Chip</p> <p>Number of Lessons – 6</p> <p>Main program – 2Code Purple Chip and app</p>

Year 6 Whole Year Overview

Predominant Area of Computing*					
■	Computer Science	■	Information Technology	■	Digital Literacy

*Most units will include aspects of all strands.

These units can be taught in any order to meet the needs of your wider curriculum.

<p>Unit 6.1 Coding</p> <p>Number of lessons – 6</p> <p>Main Programs – 2Code</p>	<p>Unit 6.2 Online safety</p> <p>Number of lessons – 2</p> <p>Programs - Various</p>	<p>Unit 6.3 Spreadsheets</p> <p>Number of lessons – 5</p> <p>Programs – 2Calculate</p>
<p>Unit 6.4 Blogging</p> <p>Number of lessons – 4</p> <p>Programs – 2Blog</p>	<p>Unit 6.5 Text Adventures</p> <p>Number of lessons – 5</p> <p>Programs - 2Code, 2Connect</p>	<p>Unit 6.6 Networks</p> <p>Number of lessons – 3</p>
<p>Unit 6.7 Quizzing</p> <p>Number of lessons – 6</p> <p>Programs – 2Quiz, 2DIY, Text Toolkit, 2Investigate</p>	<p>Unit 6.8 Understanding Binary</p> <p>Number of Lessons – 4</p> <p>Main Program – 2Code</p>	<p>Unit 6.9 Spreadsheets (with Microsoft Excel or Google Sheets)</p> <p>Number of Lessons – 8</p> <p>Main program – MS Excel or Google Sheets</p>