



## Carclaze School Computing Yearly Overview - Following the Purple Mash Scheme of Work

Theme Key														
Computer Science Information Technology									Digital Literacy					
Coding		Spreadsheets		Writing and Presenting		Art and Design		Music		Databases and Graphing		Internet and Email		Communication and Networking

Term	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2		
EYFS			nise that a range of technol They select and use technol					

## Key stage 1 - Computing skills

Pupils should be taught to:

- understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions
- create and debug simple programs
- use logical reasoning to predict the behaviour of simple programs
- use technology purposefully to create, organise, store, manipulate and retrieve digital content
- recognise common uses of information technology beyond school
- use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.

Year 1	Unit 1.1 Online safety (4 weeks)	Unit 1.9 Technology outside school	Unit 1.4 Lego builders (3 weeks	Maze explorers	Unit 1.6 Animated Story books (5 weeks)			Unit 1.2 ping & sorting 2 weeks)	Unit 1.7 Coding (6 weeks)	Unit 1.8 Spreadsheets (3 weeks)		Unit 1.3 Pictograms (3 weeks)	
	(4 WEEKS)	(2 weeks)	(3 Weeks)	(3 weeks)			(2 Weeks)		(U WEEKS)	(5 Weeks)		(5 Weeks)	
Year 2	Unit 2.1 Coding		Unit 2.2 Online Safety		Unit 2.5 Effective Searching		t 2.4 ioning	Unit 2.3 Spreadsheets	Unit 2.6 Creating Pict		Ma	Unit 2.7 aking Music	
<b>%</b>	(5 weeks) (3 we		eeks)	(4 weeks)	(3 weeks)	(5 weeks)		(4 weeks)	(5 weeks	)		(3 weeks)	





## Theme Key

PR	FRIM:													
Computer Science				Digital Literacy										
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## Key stage 2 - Computing skills

Pupils should be taught to:

- design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts
- use sequence, selection, and repetition in programs; work with variables and various forms of input and output
- use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs
- understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration
- use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content
- select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information

- use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.

ear 3	Unit 3.1 Coding	Unit 3.3 Spreadsheets	Unit 3.2 Online Safety  Unit 3.6 Branching database		Unit 3.8 Graphing	Unit 3.7 Simulations	Unit 3.4 Touch typi	ng	Unit 3.5 Email		
) }	(6 weeks)	(3 weeks)	(3 weeks)	(4 weeks)	(3 weeks)	(3 weeks)	(4 weeks)		(6 weeks)		
ear 4	Unit 4.8 Hardware Investigators  Unit 4.9 Making Mus		Unit 4.1 Coding	Unit 4.4 Writing for different	Unit 4.7 Effective searching	Unit 4.2 Online safety	Ιρσο		4.6 ation Unit 4.3 Spreadsheets		
Ye	(2 weeks)	(4 weeks)	(6 weeks)	audiences (5 weeks)	(3 weeks)	(4 weeks)	(4 weeks)	(3 weeks)		(6 weeks)	
2	Unit 5.1		Unit 5.4	Unit 5.2	Unit 5.5	Unit 5.6	Unit 5.3		Unit 5.7		
	Coding		Databases	Online Safety	Game creator	3D Modelling	Spreadsheets		Concept maps		
Year											
	(6 weeks)		(4 weeks)	(3 weeks)	(5 weeks)	(4 weeks)	(6 weeks)			(4 weeks)	
	<b>Unit 6.1</b>		Unit 6.2	Unit 6.3	Unit 6.6	Unit 6.4	Unit 6.5			Unit 6.7	
9	Coding		Online Safety	Spreadsheets	Networks	Blogging	Text Advent	ıres	Quizzing		
Year	(6 weeks)		(3 weeks)	(5 weeks)	(3 weeks)	(4 weeks)	(5 weeks)		(6 weeks)		