



Computing Scheme Unit Overview

Year 1

Information Technology

Computer Science

Digital Literacy

Introduction to Purple Mash 3 Lessons

Introduction to Purple Mash Introducing Purple Mash and the essential skills for the year 1 scheme units.

- B Logging in and out of Purple Mash
- B Opening and using 2Dos
- B Saving work in the Work area

Creative Computing 4 Lessons

Developing mouse skills and ICT skills using the creative 2DIY tools in Purple Mash.

- B Making digital art
- B Making and sharing jigsaws
- B Making a drag and drop game

Data Explorers 6 Lessons

Grouping and sorting objects. Relating this to organising and interpreting data. Using pictorial data on Purple Mash.

- B Sorting and grouping quizzes
- B Understanding what data is
- B Representing data electronically

Creating & Following Instructions 3 Lessons

Understanding simple algorithms through unplugged activities before moving to sequencing activities on digital devices.

- B Following instructions
- B Creating Instructions
- B Understanding simple algorithms

Animated Stories 6 Lessons

Creating and combining digital art and text to produce digital books using the 2Create a Story tool.

- B Creating digital art and text
- B Adding animation to images
- B Adding sound

Coding 6 Lessons

Introducing block coding using 2Code.

- B Using blocks to code
- B Understanding objects, actions and events
- B Planning and designing a program

Technology Around Us 4 Lessons

Defining and understanding what technology is. Relating this to school, home, outside and to its use in the wider world.

- B Understanding what technology is
- B Recognising technology in the local environment and wider world

Making Beats 4 Lessons

Introducing the concept of digital music.

- B Creating sounds using 2Explore
- B Combining instruments using 2Beat
- B Composing digital music

Online Safety: To be delivered throughout the year using 2BeSafe

Introduction to Purple Mash 2 Lessons

An optional introduction to Purple Mash and the essential skills for beginning the year 2 scheme units. Use with classes who haven't used Purple Mash before or who need a refresher in the basics.

Route Explorers 4 Lessons

Coding using 2Go. Writing simple instructions to move a screen turtle along routes.

- B Considering direction and distance
- B Creating commands
- B Building an algorithm

The Internet 4 Lessons

Understanding what the internet is.

- B Defining the World Wide Web
- B Recognising browsers and websites
- B Connecting to the internet

Creating Pictures 5 Lessons

Using a digital art tool to create art in different traditional art styles.

- B Using 2Paint a Picture templates
- B Exploring the features of each template
- B Compiling an online art portfolio
- B Comparing digital art effects to non digital effects

Spreadsheets 6 Lessons

Introducing spreadsheets and the way they organise data using the 2Calculate tool.

- B Understanding cells and columns
- B Inserting images with values
- B Using totalling tools
- B Creating graphs

Questioning 4 Lessons

Investigating data, how it is collected and how it can be presented.

- B Asking the right question to collect or present data
- B Keeping a tally
- B Using 2Count to present the data
- B Using a branching database

Coding 6 Lessons

Developing coding skills using 2Code.

- B Understanding algorithms
- B Introducing sequencing
- B Coding interaction between objects
- B Using timers
- B Debugging

Presenting Ideas 4 Lessons

Creating mind maps using 2Connect to organise and present ideas.

- B Using and making mind maps
- B Using a mind map as a presentation tool

Making Music 3 Lessons

Composing digital melodies using 2Sequence.

- B Understanding a digital music tool
- B Relating the functions to musical terms
- B Composing music digitally

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