Aspects of Computing	Computer Science		Information Technology		Digital Literacy	

Cycle A

Year Group	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS	Superheroes	Celebrations	My World	Once upon a Nursery Rhyme	Animal boogie	A Wonderful World
	See Progression Map Computing Progression Map					

Year 1

Explorers: Land and Sea

Purple Mash Units Covered this Term.

Introduction to Purple Mash

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

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

Creative Computing

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

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

Data Explorers

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

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

Toys/Bears

Purple Mash Units Covered this Term

Creating & Following instructions

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

- Following instructions
- Creating Instructions
- Understanding simple algorithms

Animated Stories

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

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

We are Britain

Purple Mash Units Covered this Term

Coding

Introducing block coding using 2Code.

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

Technology Around Us

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

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

Making Beats

Introducing the concept of digital music.

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

Year 2	**Our School** **Purple Mash Units Covered this Term** **Route Explorers** Coding using 2Go. Writing simple instructions to move a screen turtle along routes. • Considering direction and distance • Creating commands • Building an algorithm **The Internet** Understanding what the internet is. • Defining the World Wide Web • Recognising browsers and websites • Connecting to the internet **Creating Pictures** Using a digital art tool to create art in different traditional art styles. • Using 2Paint a Picture templates • Exploring the features of each template • Compiling an online art portfolio • Comparing digital art effects to non-digital effects	**Houses and Homes** **Purple Mash Units Covered this Term** **Spreadsheets** Introducing spreadsheets and the way they organise data using the 2Calculate tool. • Understanding cells and columns • Inserting images with values • Using totalling tools • Creating graphs **Questioning** Investigating data, how it is collected and how it can be presented. • Asking the right question to collect or present data • Keeping a tally • Using 2Count to present the data • Using a branching database	**Explorers Air and Space** **Purple Mash Units Covered this Term** **Coding** Developing coding skills using 2Code. • Understanding algorithms • Introducing sequencing • Coding interaction between objects • Using timers • Debugging **Presenting Ideas** Creating mind maps using 2Connect to organise and present ideas. • Using and making mind maps • Using a mind map as a presentation tool **Making Music** Composing digital melodies using 2Sequence. • Understanding a digital music tool • Relating the functions to musical terms • Composing music digitally
LKS2 2027	**EGYPT** **Purple Mash Units Covered this Term** **Email** Communicating electronically using 2Email. Considering safety aspects of email communication. • Composing and replying to emails • Opening and sending attachments • Using email safely **Route Planners** Using 2Go to create routes for screen turtles. Coding using angles of turn and repetition. • Writing commands using rotation • Creating algorithms and writing code • Planning routes • Repetition in 2Go **Branching Databases** Creating branching databases (binary tree databases) using 2Question. • Asking binary questions • Completing branching databases in 2Question	**MAYANS** **Purple Mash Units Covered this Term** **Spreadsheets** Working with data using spreadsheets in the 2Calculate tool. • Creating graphs • Understanding cell addresses • Using the formula bar • Combining 2Calculate functions to analyse data **Coding** Developing coding skills using 2Code. • Using flowcharts in 2Chart • Using timers • Introducing repetition • Testing and debugging	**STONE AGE TO IRON AGE** **Purple Mash Units Covered this Term** **Presentations** Using industry standard software to create presentations. • Adding media • Customising with animation and timings • Designing an effective presentation **Touch Typing** Developing touch typing skills using 2Type. • Recognising keyboard locations • Understanding correct finger positioning • Improving accuracy and speed **Micro: bit** Coding using a micro: bit as an external device. The software includes an emulator for use in schools without micro: bits. • Using the LED display • Sequencing and timing

	• Creating and testing branching databases		• Understanding inputs and outputs • Adding sounds and gestures
LKS2 2026	**ROMANS** **Purple Mash Units Covered this Term** **Unpacking Hardware and Software** Understanding technology and computer systems in relation to their hardware and software. • Defining types of technology • Knowing how systems work together • Identifying hardware • Understanding software **Animation** Creating digital animations using the 2Animate tool. • Knowing the types of animation • Understanding onion skinning • Exploring animation features • Using storyboarding **Logo** Learning the text-based Logo coding language to create patterns and shapes. Coding sequences, repetition, and procedures. • Using Logo commands • Writing commands in a sequence • Refining code using repetition and procedures	**ANGLO SAXONS** **Purple Mash Units Covered this Term** **Sound Stories** Adding narrative and sound effects to create audio books using 2Cast. • Recording audio content • Creating sound effects • Post-production editing **Effective Searching** Exploring how to effectively search the internet. Exploring safety aspects of online information. • Using a search engine • Search rankings • Reliable searching • Search algorithms	**VIKINGS** **Purple Mash Units Covered this Term** **Coding** Developing coding skills using 2Code. • Introducing selection • Exploring design properties • Introducing loops • Coding number variables **Composing Beats** Using the Busy Beats tool to explore and compose music digitally. • Exploring pulse, rhythm and tempo • Understanding pitch and texture • Composing a melody **Introduction to AI** Understanding what artificial intelligence is, how it can help and the ethics around its use. • Exploring how AI works • Investigating the positive and negative impacts of AI • Considering AI in the future
Year 5	**LOCAL HISTORY – OXFORD & THE CASTLE** **Purple Mash Units Covered this Term** **Quizzing** Making effective quizzes using 2Quiz. Exploring types of questioning and effective presentation of a quiz. • Evaluating the features of a good quiz • Choosing appropriate question types • Making use of feedback and titles • Testing and editing quizzes **Databases** Using table-based databases for collecting, presenting, searching and analysing data. • Understanding records and fields • Creating a collaborative database • Searching databases • Analysing data **Game Creator** Designing and making a 3D maze adventure game using 2DIY3D.	**BEYOND 1066 (CRIME & PUNISHMENT)** **Purple Mash Units Covered this Term** **Spreadsheets** Working with data using spreadsheets in the 2Calculate tool. • Using formulae • Exploring measurement conversions • Carrying out numerical investigations • Creating computational models **Coding** Developing coding skills using 2Code. • Coding efficiently by refining code • Simulating a physical system • Exploring decomposition and abstraction • Using functions and variables	**A NON-EUROPEAN COUNTRY THAT PROVIDES A CONTRAST WITH BRITISH HISTORY (BENIN, WEST AFRICA)** **Purple Mash Units Covered this Term** **Word Processing** Using industry standard software to create documents. • Creating documents • Using images • Entering and editing text • Using tables and templates **Concept Maps** Using and creating concept maps using 2Connect. • Creating concept maps • Presenting from a concept map • Making collaborative concept maps **Micro: bit** Coding using a micro: bit as an external device. Includes an emulator for schools without micro: bits.

	• Exploring the features of a good game • Designing and making sprites and the game world • Evaluating the playability of games		• Exploring sensor inputs and the accelerometer • Using selection, variables, inputs and outputs • Coding for the micro: bit pins
Year 6	**ANCIENT GREECE** **Purple Mash Units Covered this Term** **Graphing** Understanding the benefits of creating common graph types digitally. Using appropriate features to present data in the best possible way. • Creating a range of graph types • Incorporating multiple datasets • Using graphs to solve a problem • Exporting and importing files **Blogging** Understanding how blogs and their features can effectively engage an audience. • Planning the theme, content and structure • Writing, editing and publishing a blog post • Understanding blog moderation • Reviewing and commenting on blog posts **Data Detectives** Using the Data Detectives tool to work with large datasets to analyse complex data and answer questions. • Filtering and sorting data • Grouping data • Linking tables	**EARLY CIVILISATIONS – THE SHANG DYNASTY, CHINA** **Purple Mash Units Covered this Term** **Networks** Learning what networks do and how they connect devices. Considering safety aspects of networks and collaboration. • Identifying examples of networks • Recognising types of networks • Understanding internet services • Discussing positive and negative use of networks **Coding** Developing coding skills using 2Code. • Using functions • Understanding flowcharts and control simulations • Coding for user input **Introduction to Python** Introducing text-based Python coding using the Python in Pieces platform. Python in Pieces translates between block-code and Python. • Comparing block and text code views • Coding for text output • Working with different datatypes • Coding repetition in Python	**EARLY CIVILISATIONS – ANCIENT SUMER** • **Purple Mash Units Covered this Term** **Spreadsheets** Using industry standard software to work with spreadsheets. • Performing calculations • Entering and using formulae • Presenting data • Solving real life problems **3D Modelling** Exploring computer aided design in 3D using the 2Design and Make tool. • Working with viewpoints of 3D objects • Adding and editing points on a model • Designing for a purpose **Binary** Understanding binary as a number system and its purpose and application in computing.