Ladock C of E School

Computing @ Ladock

Purple Mash

CONTENTS :

Computing Rolling Programme (Year A)

Keyne Class (Y1/2)

Unit 1.1 **Online Safety & Exploring Purple Mash** Number of lessons – 4 Programs – Various	**Unit 2.5** **Effective Searching** Number of lessons – 3 Programs – Browser	**Unit 1.4** **Lego Builders** Number of lessons – 3 Programs – 2DIY
Unit 1.9 **Technology outside school** Number of lessons – 2 Programs – Various	**Unit 1.2** **Grouping & Sorting** Number of lessons – 2 Programs – 2DIY	**Unit 2.6** **Creating Pictures** Number of lessons – 5 Programs – 2PaintAPicture
Unit 1.8 **Spreadsheets** Number of lessons – 3 Programs – 2Calculate	**Unit 1.7** **Coding** Number of lessons – 6 Programs – 2Code	**Unit 2.1** **Coding** Number of lessons – 5 Programs – 2Code

Predominant Area of Computing*		
Computer Science	Information Technology	Digital Literacy

*Most units will include aspects of all strands.

Autumn Term (Aut1 = 7 weeks & Aut2 = 7 weeks)

Autumn 1 - Unit 1.1 (4wk) & Unit 2.5 (3wk)

Autumn 2 - Unit 1.4 (3wk) & Unit 1.9 (2wk) Unit 1.2 (2wk)

Spring Term (Sp1 = 7 weeks & Sp2 = 6 weeks)

Spring 1 - Unit 2.6 (5wk)

Spring 2 - Unit 1.8 (3wk)

Summer Term (Sum1 = 5 weeks & Su2 = 7 weeks)

Summer 1 - Unit 1.7 (6wk)

Summer 2 - Unit 2.1 (5wk)

With the exception of unit 1.1, these units can be taught in any order to meet the needs of your wider curriculum. Refer to the year group overview for support in the selection of units to teach.

Computing Rolling Programme (Year B)

Keyne Class (Y1/2)

Unit 1.1 Online Safety & Exploring Purple Mash — Number of lessons – 4 — Programs – Various	**Unit 1.5** Maze Explorers — Number of lessons – 3 — Programs – 2Go	**Unit 2.4** Questioning — Number of lessons – 5 — Programs – 2Question, 2Investigate
Unit 2.2 Online Safety — Number of lessons – 3 — Programs – Various	**Unit 1.6** Animated Story Books — Number of lessons – 5 — Programs – 2Create A Story	**Unit 2.7** Making Music — Number of lessons – 3 — Programs – 2Sequence
Unit 2.3 Spreadsheets — Number of lessons – 4 — Programs – 2Calculate	**Unit 1.3** Pictograms — Number of lessons – 3 — Programs – 2Count	**Unit 2.8** Presenting Ideas — Number of lessons – 4 — Programs – Various

Predominant Area of Computing*

Computer Science	Information Technology	Digital Literacy

*Most units will include aspects of all strands.

Autumn Term (Aut1 = 7 weeks & Aut2 = 7 weeks)

Autumn 1 - Unit 1.1 (4wk) & Unit 1.5 (3wk)

Autumn 2 - Unit 2.4 (5wk)

Spring Term (Sp1 = 7 weeks & Sp2 = 6 weeks)

Spring 1 - Unit 2.2 (3wk) & Unit 2.7 (3wk)

Spring 2 - Unit 1.6 (5wk)

Summer Term (Sum1 = 5 weeks & Su2 = 7 weeks)

Summer 1 - Unit 2.3 (4wk)

Summer 2 - Unit 1.3 (3wk) & Unit 2.8 (4wk)

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

Computing Rolling Programme (Year A)

Ladoca Class (Y3/4)

Coding	Unit 3.2	Unit 3.3
	Online safety	**Spreadsheets**
Number of lessons – 6		
Main Programs – 2Code	Number of lessons – 3	Number of lessons – 3
See table below for breakdown.	**Programs** – Various	**Programs** – 2Calculate

Unit 3.4	Unit 3.5	Unit 3.6
Touch Typing	**Email** (including email safety)	**Branching Databases**
Number of lessons – 4	Number of lessons – 6	Number of lessons – 4
Programs – 2Type	**Programs** – 2Email, 2Connect, 2DIY	**Programs** – 2Question

Unit 3.7	Unit 3.8
Simulations	**Graphing**
Number of lessons – 3	Number of lessons – 3
Programs – 2Simulate, 2Publish	**Programs** – 2Graph

Predominant Area of Computing*

	Computer Science		Information Technology		Digital Literacy

*Most units will include aspects of all strands.

Autumn Term (Aut1 = 7 weeks & Aut2 = 7 weeks)

Autumn 1 - Coding (6wk)

Autumn 2 - Unit 3.2 (3wk) & Unit 3.3 (3wk)

Spring Term (Sp1 = 7 weeks & Sp2 = 6 weeks)

Spring 1 - Unit 3.4 (4wk) & Unit 3.8 (3wk)

Spring 2 - Unit 3.5 (6wk)

Summer Term (Sum1 = 5 weeks & Su2 = 7 weeks)

Summer 1 - Unit 3.6 (6wk)

Summer 2 - Unit 3.7 (3wk)

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

Computing Rolling Programme (Year B)

Ladoca Class (Y3/4)

Coding	Unit 4.2 Online safety	Unit 4.3 Spreadsheets
Number of lessons – 6 Main Programs – 2Code See table below for breakdown.	Number of lessons – 4 Programs – Various	Number of lessons – 6 Programs – 2Calculate
Unit 4.4 Writing for different audiences	Unit 4.5 Logo	Unit 4.6 Animation
Number of lessons – 5 Programs – 2Email, 2Connect, 2DIY	Number of lessons – 4 Programs – Logo	Number of lessons – 3 Programs – 2Animate
Unit 4.7 Effective Search	Unit 4.8 Hardware Investigators	
Number of lessons – 3 Programs – Browser	Number of lessons – 2	

Predominant Area of Computing*

Computer Science	Information Technology	Digital Literacy

*Most units will include aspects of all strands.

Autumn Term (Aut1 = 7 weeks & Aut2 = 7 weeks)

Autumn 1 - Coding (6wk)

Autumn 2 - Unit 4.2 (4wk) & Unit 4.6 (3 weeks)

Spring Term (Sp1 = 7 weeks & Sp2 = 6 weeks)

Spring 1 - Unit 4.3 (6wk)

Spring 2 - Unit 4.4 (5wk)

Summer Term (Sum1 = 5 weeks & Su2 = 7 weeks)

Summer 1 - Unit 4.5 (4wk)

Summer 2 - Unit 4.7 (3wk) & Unit 4.8 (2wk)

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

Computing Rolling Programme (Year A)

Blaise Class (Y5/6)

Predominant Area of Computing*		
Computer Science	Information Technology	Digital Literacy

*Most units will include aspects of all strands.

Coding Number of lessons – 6 Main Programs – 2Code See table below for breakdown.	**Unit 5.2** **Online safety** Number of lessons – 3 Programs - Various	**Unit 5.3** **Spreadsheets** Number of lessons – 6 Programs – 2Calculate
Unit 5.4 **Databases** Number of lessons – 4 Programs – 2Question, 2Investigate	**Unit 5.5** **Game Creator** Number of lessons – 5 Programs – 2DIY 3D	**Unit 5.6** **3D Modelling** Number of lessons – 4 Programs – 2Design and Make
Unit 5.7 **Concept Maps** Number of lessons – 4 Programs – 2Connect		

Autumn Term (Aut1 = 7 weeks & Aut2 = 7 weeks)

Autumn 1 - Coding (6wk)

Autumn 2 - Unit 5.5 (5wk)

Spring Term (Sp1 = 7 weeks & Sp2 = 6 weeks)

Spring 1 - Unit 5.3 (6wk)

Spring 2 - Unit 5.4 (4wk)

Summer Term (Sum1 = 5 weeks & Su2 = 7 weeks)

Summer 1 - Unit 5.6 (4wk)

Summer 2 - Unit 5.7 (4wk) Unit 5.2 (3wk)

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

Computing Rolling Programme (Year B)

Blaise Class (Y5/6)

Predominant Area of Computing*		
Computer Science	Information Technology	Digital Literacy

*Most units will include aspects of all strands.

Coding Number of lessons – 6 Main Programs – 2Code See table below for breakdown.	**Unit 6.2** Online safety Number of lessons – 2 Programs - Various	**Unit 6.2** Online safety Number of lessons – 2 Programs - Various
Unit 6.4 Blogging Number of lessons – 4 Programs – 2Blog	**Unit 6.5** Text Adventures Number of lessons – 5 Programs – 2Code, 2Connect	**Unit 6.6** Networks Number of lessons – 3
Unit 6.7 Quizzing Number of lessons – 6 Programs – 2Quiz, 2DIY, Text Toolkit, 2Investigate		

Autumn Term (Aut1 = 7 weeks & Aut2 = 7 weeks)

Autumn 1 - Coding (6wk)

Autumn 2 - Unit 6.2 (2wk) & Unit 6.2 (2wk)

Spring Term (Sp1 = 7 weeks & Sp2 = 6 weeks)

Spring 1 - Unit 6.5 (5wk)

Spring 2 - Unit 6.4 (4wk)

Summer Term (Sum1 = 5 weeks & Su2 = 7 weeks)

Summer 1 - Unit 6.6 (3wk)

Summer 2 - Unit 6.7 (6wk)

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

Computing National Curriculum Objectives

Key stage 1

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.

Key stage 2

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.

Medium Term Plans

Lesson Plans

Keyne Class

Year A

Unit 1.1 - Online Safety & Exploring Purple Mash—[Click Here](#)

Unit 1.4 - Lego Builders —[Click Here](#)

Unit 1.9 - Technology Outside School —[Click Here](#)

Unit 1.2 - Grouping and Sorting —[Click Here](#)

Unit 2.5 - Effective Searching —[Click Here](#)

Unit 2.6 - Creating Pictures —[Click Here](#)

Unit 1.8 - Spreadsheets —[Click Here](#)

Unit 1.7 - Coding —[Click Here](#)

Unit 2.1 - Coding —[Click Here](#)

Medium Term Plans

Lesson Plans

Keyne Class

Year B

Unit 1.1 - Online Safety & Exploring Purple Mash—[Click Here](#)

Unit 1.5 - Maze Explorers —[Click Here](#)

Unit 2.4 - Questioning —[Click Here](#)

Unit 2.2 - Online Safety —[Click Here](#)

Unit 2.7 - Making Music —[Click Here](#)

Unit 1.6 - Animated Story Books —[Click Here](#)

Unit 2.3 - Spreadsheets —[Click Here](#)

Unit 1.3 - Pictograms —[Click Here](#)

Unit 2.8 - Presenting Ideas —[Click Here](#)

Medium Term Plans

Lesson Plans

Ladoca Class

Year A

Coding—Click Here

Unit 3.2 - Online Safety —Click Here

Unit 3.3 - Spreadsheets —Click Here

Unit 3.4 - Touch Typing —Click Here

Unit 3.8 - Graphing - Click Here

Unit 3.5 - Email —Click Here

Unit 3.6 - Branching Databases —Click Here

Unit 3.7 - Simulations —Click Here

Medium Term Plans

Lesson Plans

Ladoca Class

Year B

Coding—Click Here

Unit 4.2 - Online Safety —Click Here

Unit 4.6 - Animation —Click Here

Unit 4.3 - Spreadsheets —Click Here

Unit 4.4 - Writing for Different Audiences - Click Here

Unit 4.5 - Logo —Click Here

Unit 4.7 - Effective Search —Click Here

Unit 4.8 - Hardware Investigators —Click Here

Medium Term Plans

Lesson Plans

Blaise Class

Year A

Coding—[Click Here](#)

Unit 5.5 - Game Creator —[Click Here](#)

Unit 5.3 - Spreadsheets —[Click Here](#)

Unit 5.4 - Databases —[Click Here](#)

Unit 5.6 - 3D Modelling - [Click Here](#)

Unit 5.7 - Concept Maps —[Click Here](#)

Medium Term Plans

Lesson Plans

Blaise Class

Year B

Coding—Click Here

Unit 6.2 - Online Safety —Click Here

Unit 6.5 - Text Adventures —Click Here

Unit 6.4 - Blogging —Click Here

Unit 6.6 - Networks - Click Here

Unit 6.7 - Quizzing —Click Here

Lesson Slides/Tutorial Videos

Year 1 - Click Here

Year 2 - Click Here

Year 3 - Click Here

Year 4 - Click Here

Year 5 - Click Here

Year 6 - Click Here

After clicking the correct year group link, select the unit and navigate to the slides/ tutorial videos.

2Do Task Functions

2Do tasks are a good way of 'pushing out' a documents/resources to a class/group of children. When they login to their Purple Mash account, a notification bell will be displayed and, after clicked, the document/resource will be viewable.

2Do tasks are useful for: displaying a page of links to signpost/research, setting homework and setting resources on the platform.

How to set a 2Do task - Click Here

How to remove a 2Do task - Click Here