



# Purple Mash Computing Scheme of Work - Overview



# Introduction

This document contains an overview of the units included in the Purple Mash Computing Scheme of Work for all year groups.

Individual year group overview documents detail the unit lessons for that year group and contain relevant curriculum maps for England, Wales, Scotland and Northern Ireland.

Year group pages also contain assessment documents for these units.

These can be found by clicking the following links or from the Purple Mash Computing Scheme of Work page.

[Year 1](#)

[Year 2](#)

[Year 3](#)

[Year 4](#)

[Year 5](#)

[Year 6](#)

[Mixed Age Classes](#)

To make the best use of the scheme children need to be logged onto Purple Mash with their own individual usernames and passwords so their work will be saved in their own folders automatically and can be easily reviewed and assessed by the class teacher. If children have not used and logged onto Purple Mash before then they will need to spend some time before starting these lessons, learning how to do this. Children can be supported by having their printed logon cards (produced using [Create and Manage Users](#)) to hand.

Lesson plans also make use of the facility within Purple Mash to set activities for pupils which they can then complete and hand-in online (2Dos). This enables you to assess their work easily as well as distribute resources to all pupils. If children have not opened 2Dos before then they will need more detailed instructions about how to do this. A teacher's guide to 2Dos can be found in the teacher's section: [2Dos Guide](#).

If you are currently using a single login per class or group and would like to set up individual logins yourself, then please see our guide to doing so at [Create and Mange Users](#). Alternatively, please contact support at [support@2simple.com](mailto:support@2simple.com) or 0208 203 1781.

To force links within this document to open in a new tab, right-click on the link then select 'Open link in new tab'.

# Units by Year Group – Single Age Classes

## Theme Key:

	Coding and Computational thinking		Spreadsheets		Internet and Email		Art and Design		Music		Databases and graphing		Writing and Presenting		Communication and networks
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Week	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
YEAR 1	Unit 1.1 Online Safety & Exploring Purple Mash Weeks – 4 Programs – Various				Unit 1.2 Grouping & Sorting Weeks – 2 Programs – 2DIY		Unit 1.3 Pictograms Weeks – 3 Programs – 2Count		Unit 1.4 Lego Builders Weeks – 3 Programs – 2DIY		Unit 1.5 Maze Explorers Weeks – 3 Programs – 2Go		Unit 1.6 Animated Story Books Weeks – 5 Programs – 2Create A Story			Unit 1.7 Coding Weeks – 6 Programs – 2Code			Unit 1.8 Spreadsheets Weeks – 3 Programs – 2Calculate		Unit 1.9 Technology outside school Weeks – 2 Programs – Various										

Week	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
YEAR 2	Unit 2.1 Coding Weeks – 5 Programs – 2Code					Unit 2.2 Online Safety Weeks – 2 Programs – Various		Unit 2.3 Spreadsheets Weeks – 4 Programs – 2Calculate				Unit 2.4 Questioning Weeks – 5 Programs – 2Question, 2Investigate				Unit 2.5 Effective Searching Weeks – 3 Programs – Browser		Unit 2.6 Creating Pictures Weeks – 5 Programs – 2PaintAPicture			Unit 2.7 Making Music Weeks – 3 Programs – 2Sequence		Unit 2.8 Presenting Ideas Weeks – 4 Programs – Various								

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Week	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
YEAR 3	Unit 3.1 Coding						Unit 3.2 Online safety		Unit 3.3 Spreadsheets			Unit 3.4 Touch Typing			Unit 3.5 Email (including email safety)				Unit 3.6 Branching Databases			Unit 3.7 Simulations		Unit 3.8 Graphing							
	Number of Weeks – 6						Weeks – 2		Weeks – 3			Weeks – 4			Weeks – 6				Weeks – 4			Weeks – 3		Weeks – 3							
	Main Programs – 2Code						Programs – Various		Programs – 2Calculate			Programs – 2Type			Programs – 2Email, 2Connect, 2DIY				Programs – 2Question			Programs – 2Simulate, 2Publish		Programs – 2Graph							
Week	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
YEAR 4	Unit 4.1 Coding						Unit 4.2 Online safety		Unit 4.3 Spreadsheets				Unit 4.4 Writing for different audiences				Unit 4.5 Logo		Unit 4.6 Animation		Unit 4.7 Effective Search		Unit 4.8 Hardware Investigators								
	Number of Weeks – 6						Weeks – 2		Weeks – 6				Weeks – 5				Weeks – 4		Weeks – 3		Weeks – 3		Weeks – 2								
	Main Programs – 2Code						Programs – Various		Programs – 2Calculate				Programs – 2Email, 2Connect, 2DIY				Programs – Logo		Programs – 2Animate		Programs – Browser										
Week	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
YEAR 5	Unit 5.1 Coding						Unit 5.2 Online safety		Unit 5.3 Spreadsheets				Unit 5.4 Databases			Unit 5.5 Game Creator			Unit 5.6 3D Modelling			Unit 5.7 Concept Maps									
	Number of Weeks – 6						Weeks – 2		Weeks – 6				Weeks – 4			Weeks – 5			Weeks – 4			Weeks – 4									
	Main Programs – 2Code						Programs – Various		Programs – 2Calculate				Programs – 2Question, 2Investigate			Programs – 2DIY 3D			Programs – 2Design and Make			Programs – 2Connect									

Week	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
YEAR 6	<b>Unit 6.1 Coding</b>						<b>Unit 6.2 Online safety</b>		<b>Unit 6.3 Spreadsheets</b>					<b>Unit 6.4 Blogging</b>				<b>Unit 6.5 Text Adventures</b>			<b>Unit 6.6 Networks</b>			<b>Unit 6.7 Quizzing</b>							
	Number of Weeks – 6						Weeks – 2		Weeks – 5					Weeks – 5				Weeks – 5			Weeks – 3			Weeks – 6							
	Main Programs – 2Code						Programs - Various		Programs – 2Calculate					Programs – 2Blog				Programs – 2Code, 2Connect						Programs – 2Quiz, 2DIY, Text Toolkit, 2Investigate							

# Units by Year Group – Mixed Age Classes

Theme Key:															
	Coding and Computational thinking		Spreadsheets		Internet and Email		Art and Design		Music		Databases and graphing		Writing and Presenting		Communication and networks

In year 1 and 2 coding the lessons need to be taught in sequence as each lesson introduces skills that are consolidated and developed in the next lesson. Therefore, it is proposed to teach coding for 11 weeks in Cycle A and none in Cycle B. It is also beneficial for all children to recap unit 1.1 in both cycles as this introduces children new to the class with key skills needed to make the most of Purple Mash.

Week	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33
YEAR 1 & 2 – CYCLE A	Unit 1.1 Online Safety & Exploring Purple Mash Weeks – 4 Programs – Various				Unit 2.5 Effective Searching Weeks – 3 Programs – Browser			Unit 1.4 Lego Builders Weeks – 3 Programs – 2DIY			Unit 1.9 Technology outside school Weeks – 2 Programs – Various		Unit 1.2 Grouping & Sorting Weeks – 2 Programs – 2DIY		Unit 2.6 Creating Pictures Weeks – 5 Programs – 2PaintAPicture				Unit 1.8 Spreadsheets Weeks – 3 Programs – 2Calculate		Unit 1.7 Coding Weeks – 6 Programs – 2Code				Unit 2.1 Coding Weeks – 5 Programs – 2Code								

Week	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33
YEAR 1 & 2 – CYCLE B	Unit 1.1 Online Safety & Exploring Purple Mash Weeks – 4 Programs – Various				Unit 1.5 Maze Explorers Weeks – 3 Programs – 2Go			Unit 2.4 Questioning Weeks – 5 Programs – 2Question, 2Investigate					Unit 2.2 Online Safety Weeks – 2 Programs – Various		Unit 1.6 Animated Story Books Weeks – 5 Programs – 2Create A Story				Unit 2.7 Making Music Weeks – 3 Programs – 2Sequence		Unit 2.3 Spreadsheets Weeks – 4 Programs – 2Calculate			Unit 1.3 Pictograms Weeks – 3 Programs – 2Count		Unit 2.8 Presenting Ideas Weeks – 4 Programs – Various							

Week	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
<b>YEAR 3 &amp; 4 CYCLE A</b>	<b>Coding</b>						<b>Unit 3.2 Online safety</b>	<b>Unit 3.3 Spreadsheets</b>			<b>Unit 3.4 Touch Typing</b>			<b>Unit 3.5 Email (including email safety)</b>				<b>Unit 3.6 Branching Databases</b>		<b>Unit 3.7 Simulations</b>		<b>Unit 3.8 Graphing</b>									
	Number of Weeks – 6						Weeks – 2	Weeks – 3			Weeks – 4			Weeks – 6				Weeks – 4		Weeks – 3		Weeks – 3									
	Main Programs – 2Code						Programs – Various	Programs – 2Calculate			Programs – 2Type			Programs – 2Email, 2Connect, 2DIY				Programs – 2Question		Programs – 2Simulate, 2Publish		Programs – 2Graph									
	See table below for breakdown																														
Week	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
<b>YEAR 3 &amp; 4 CYCLE B</b>	<b>Coding</b>						<b>Unit 4.2 Online safety</b>	<b>Unit 4.3 Spreadsheets</b>				<b>Unit 4.4 Writing for different audiences</b>			<b>Unit 4.5 Logo</b>		<b>Unit 4.6 Animation</b>		<b>Unit 4.7 Effective Search</b>		<b>Unit 4.8 Hardware Investigators</b>										
	Number of Weeks – 6						Weeks – 2	Weeks – 6				Weeks – 5			Weeks – 4		Weeks – 3		Weeks – 3		Weeks – 2										
	Main Programs – 2Code						Programs – Various	Programs – 2Calculate				Programs – 2Email, 2Connect, 2DIY			Programs – Logo		Programs – 2Animate		Programs – Browser												
	See table below for breakdown																														



## Coding Breakdown

YEAR 3 & 4 CYCLE A	Accomplishing a goal in a program – Year 3 Lesson 1	Accomplishing a goal in a program – Year 4 Lesson 1	Simulating a physical system – Year 3 Lesson 2	Making a control simulation – Year 4 Lesson 6	Debugging – Year 3 Lesson 5	Debugging – Year 4 Lesson 4
YEAR 3 & 4 CYCLE B	Introducing 'If' statements – Year 3 Lesson 4	Variables and 'if/else' statements – Year 4 Lesson 2	Repetition using a timer and repeat commands – Year 3 Lesson 3	Repetition and user input – Year 4 Lesson 3	Variables – Year 3 Lesson 6	Variables – Year 4 Lesson 5

Week	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
<b>YEAR 5 &amp; 6 CYCLE A</b>	<b>Unit 5.1 Coding</b>						<b>Unit 5.2 Online safety</b>		<b>Unit 3.3 Spreadsheets</b>						<b>Unit 5.4 Databases</b>				<b>Unit 5.5 Game Creator</b>				<b>Unit 5.6 3D Modelling</b>			<b>Unit 5.7 Concept Maps</b>					
	Number of Weeks – 6						Weeks – 2		Weeks – 6						Weeks – 4				Weeks – 5				Weeks – 4			Weeks – 4					
Main Programs – 2Code						Programs - Various		Programs – 2Calculate						Programs – 2Question, 2Investigate				Programs – 2DIY 3D				Programs – 2Design and Make			Programs – 2Connect						
Week	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
<b>YEAR 5 &amp; 6 CYCLE B</b>	<b>Unit 6.1 Coding</b>						<b>Unit 6.2 Online safety</b>		<b>Unit 6.3 Spreadsheets</b>						<b>Unit 6.4 Blogging</b>				<b>Unit 6.5 Text Adventures</b>				<b>Unit 6.6 Networks</b>			<b>Unit 6.7 Quizzing</b>					
	Number of Weeks – 6						Weeks – 2		Weeks – 5						Weeks – 5				Weeks – 5				Weeks – 3			Weeks – 6					
Main Programs – 2Code						Programs - Various		Programs – 2Calculate						Programs – 2Blog				Programs – 2Code, 2Connect							Programs – 2Quiz, 2DIY, Text Toolkit, 2Investigate						

## Coding Breakdown

YEAR 5 & 6 CYCLE A	Accomplishing a goal in a program – Year 5 Lesson 1	Simulating a physical system – Year 5 Lesson 2	Creating a game with a score and timer – Year 5 Lessons 4 and 5		Using buttons to showcase work – Year 6 Lesson 5	Internet safety – Year 5 Lesson 6
YEAR 5 & 6 CYCLE B	Designing and writing a more complex program – Year 6 Lessons 1 and 2		Introducing text variables – Year 5 Lesson 3	Introducing Functions – Year 6 Lesson 3	Text Adventure – Year 6 Lesson 6	Vocabulary review and quizzes – Year 6 Lesson 4