

Computing

Planning Overview 2025-26 Cycle A

Kirkby C of E Primary School

Building on a tradition of achievement and values in a caring environment

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|  | Autumn Term | Spring Term | Summer Term |
| NurseryReception | Rather then a scheme with set lessons, the early years resources are designed to integrate into the day-to- day routine and set-up of an early years setting with opportunities for using Mini Mash or Purple Mash as part of the Early Years curriculum to support children in working towards early learning goals. There are units of suggested ideas that focus on computing skills specifically, that can also be provided as opportunities for learning as part of the topics in other areas to give children a sound basis to explore topics using technology and to be ready for progressing through the Computing curriculum. These are as follows and are designed to be integrated and linked to wider early years curriculum areas. A colorful squares with black text  AI-generated content may be incorrect. |
| Year 1 and 2  | **Introduction to Purple Mash** **3 Lessons**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 4 Lessons**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**Creating Pictures 5 Lessons**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**Online Safety** Self-image and identify Online Relationships  | **Spreadsheets 6 Lessons** Introducing spreadsheets and the way they organise data using the Calculate tool.* Understanding cells and columns
* Inserting images with values
* Using totalling tools
* Creating graphs

**Animated Stories 6 Lessons** 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

**Online Safety** Online Reputation Online Bullying Managing Online information  | **Coding 6 lessons** Introducing block coding using 2Code.Using blocks to code Understanding objects, actions and events• Planning and designing a program**Coding 6 lessons** Developing coding skills using 2Code.* Understanding algorithms
* Introducing sequencing
* Coding interaction between objects
* Using timers
* Debugging

**Online Safety** Privacy and security Health, Well-being and lifestyle Copyright and ownership |
| Year 3 and 4  | **Email 6 Lessons**Communicating electronically using Email. Considering safety aspects of emailcommunication.* Composing and replying to emails
* Opening and sending attachments
* Using email safely

**Unpacking Hardware and 4 Lessons**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

**Online Safety** Self-image and identify Online Relationships | **Route Planners 5 Lessons**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

**Effective Searching 4 Lessons** Exploring how to effectively search the internet. Exploring safety aspects of online information.* Using a search engine
* Search rankings
* Reliable searching
* Search algorithms

**Coding 6 lessons** Developing coding skills using 2Code.* Using flowcharts in 2Chart
* Using timers
* Introducing repetition
* Testing and debugging

**Online Safety** Online Reputation Online Bullying Managing Online information | **Presentations 5 Lessons** Using industry standard software to create presentations.* Adding media
* Customising with animation and timings
* Designing an effective presentation

**Spreadsheets 6 Lessons**Working with data using spreadsheets in the2 Calculate tool.* Creating graphs
* Understanding cell addresses
* Using the formula bar
* Combining Calculate functions to analyse data

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| Year 5 and 6 | **Quizzing 5 Lessons**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

**Game Creator 5 Lessons** Designing and making a 3D maze adventuregame using 2DIY3D* Exploring the features of a good game Designing and making sprites and the
* game world
* Evaluating the playability of games

**Graphing 4 Lessons** 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

**Online Safety** Self-image and identify Online Relationships | **Spreadsheets 6 Lessons** Working with data using spreadsheets inthe Calculate tool.* Using formulae
* Exploring measurement conversions
* Carrying out numerical investigations
* Creating computational models

**Coding 6 Lessons**Developing coding skills using 2Code.* Coding efficiently by refining code
* Simulating a physical system
* Exploring decomposition and abstraction
* Using functions and variables

**Online Safety** Online Reputation Online Bullying Managing Online information | **Word Processing 6 Lessons**Using industry standard softwareto create documents.* Creating documents
* Using images
* Entering and editing text
* Using tables and templates

**3D Modelling 5 Lessons** 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

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