

Computing

Planning Overview 2025-26 Cycle B

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

**Route Explorers 4 Lessons** Coding using 2Go. Writing simple instructions to move a screen turtle alongroutes.* Considering direction and distance
* Creating commands
* Building an algorithm

**The Internet 4 Lessons**Understanding what the internet is.* Defining the World Wide Web
* Recognising browsers and websites
* Connecting to the internet

**Online Safety** **Self-image and identify** **Online Relationships**  | **Data Explorers 6 lessons** 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

**Questioning 4 Lessons** 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

**Making Beats 4 Lessons**Introducing the concept of digital music.* Creating sounds using Explore
* Combining instruments using 2Beat
* Composing digital music

**Online Safety** **Online Reputation** **Online Bullying** **Managing Online information**  | **Creating & Following Instructions 3 lessons**Understanding simple algorithms though unplugged activities before moving to sequencing activities on digital devices. * Following instructionsCreating InstructionsUnderstanding simple algorithms

**Presenting Ideas 4 lessons** Creating mind maps using Connect toorganise and present ideas.* Using and making mind maps
* Using a mind map as a presentation tool

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

**Online Safety** **Privacy and security** **Health, Well-being and lifestyle** **Copyright and ownership** |
| Year 3 and 4  | **Animation 6 Lessons** Creating digital animations using theAnimate tool.* Knowing the types of animation
* Understanding onion skinning
* Exploring animation features
* Using storyboarding

**Logo 4 Lessons** Learning the text-based Logo codinglanguage to create patterns and shapesCoding sequences, repetition, and procedures.* Using Logo commands
* Writing commands in a sequence
* Refining code using repetition and procedures

**Branching Databases 4 Lessons** Creating branching databases (binary treedatabases) using Question.* Asking binary questions
* Completing branching databases in
* 2Question Creating and testing branching
* Databases

**Online Safety** **Self-image and identify** **Online Relationships** | **Sound Stories 4 Lessons** Adding narrative and sound effects to createaudio books using 2Cast.* Recording audio content
* Creating sound effects
* Post-production editing

**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**Online Safety** **Online Reputation** **Online Bullying** **Managing Online information** | **Touch Typing 4 Lessons**Developing touch typing skills using 2Type.* Recognising keyboard locations
* Understanding correct finger positioning
* Improving accuracy and speed

**Composing Beats 4 Lessons** Using the Busy Beats tool to explore andcompose music digitally.* Exploring pulse, rhythm and tempo
* Understanding pitch and texture
* Composing a melody

**Introduction to Al 4 Lessons** Understanding what artificial intelligence is, how it can help and the ethics around its use.* Exploring how Al works Investigating the positive and negative impacts of Al
* Considering Al in the future

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| Year 5 and 6  | **Networks 4 Lessons** Learning what networks do and how they connect devices. Considering safety aspects ofnetworks and collaboration.* Identifying examples of networks
* Recognising types of networks
* Understanding internet services Discussing positive and negative use of Networks

**Databases 4 Lessons** Using table-based databases for collecting, presenting, searching andanalysing data.* Understanding records and fields
* Creating a collaborative database
* Searching databases
* Analysing data

**Blogging 4 Lessons** Understanding how blogs and their featurescan 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

**Concept Maps 4 lessons**Using and creating concept mapsusing Connect.* Creating concept maps
* Presenting from a concept map
* Making collaborative concept maps

**Online Safety** **Self-image and identify** **Online Relationships** | **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

**Introduction to Python 4 Lessons** 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

**Online Safety** **Online Reputation** **Online Bullying** **Managing Online information** | **Spreadsheets 5 Lessons** Using industry standard software to work with spreadsheets.* Performing calculations
* Entering and using formulae
* Presenting data
* Solving real life problems

**Data Detectives 4 Lessons** Using the Data Detectives tool to work with large datasets to analyse complex data andanswer questions* Filtering and sorting data
* Grouping data
* Linking tables

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