

Computing Scheme - Teach Computing and Purple Mash

Online Safety	Computer Systems and Networks	Data Handling/Creating Media	Programming	Physical Computing
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TERM	Autumn A	Autumn B	Spring A	Spring B	Summer A	Summer B
EYFS	Instructions		BeeBots		Using a computer	
Year 1	Online Safety PURPLE MASH	Computing systems and networks – <i>Technology around us</i> TEACH	Creating media – <i>Digital writing</i> TEACH	Programming A – <i>Moving a robot</i> TEACH	Data and information – <i>Grouping data</i> TEACH	Programming B – <i>Programming animations</i> TEACH
Year 2	Online Safety PURPLE MASH	Computing systems and networks – <i>IT around us</i> TEACH	Creating media – <i>Digital music</i> PURPLE MASH	Programming A – <i>Robot algorithms</i> TEACH	Data and information – <i>Pictograms</i> TEACH	Programming B – <i>Programming quizzes</i> TEACH
Year 3	Online Safety PURPLE MASH	Computing systems and networks – <i>Connecting computers</i> TEACH	Creating media – <i>Stop-frame animation</i> PURPLE MASH	Programming A – <i>Sequencing sounds</i> TEACH	Data and information – <i>Branching databases</i> PURPLE MASH	Programming B – <i>Events and actions in programs</i> TEACH
Year 4	Online Safety PURPLE MASH	Computing systems and networks – <i>The internet</i> TEACH	Creating media – <i>Audio production</i> PURPLE MASH	Programming A – <i>Repetition in shapes</i> PURPLE MASH	Data and information – <i>Data logging</i> TEACH	Programming B – <i>Repetition in games</i> TEACH
Year 5	Online Safety PURPLE MASH	Computing systems and networks – <i>Systems and searching</i> TEACH	Creating media – <i>3D modelling</i> PURPLE MASH	Programming A – <i>Selection in physical computing</i> TEACH	Data and information – <i>Flat-file databases</i> TEACH	Programming B – <i>Selection in quizzes</i> TEACH
Year 6	Online Safety PURPLE MASH	Computing systems and networks – <i>Communication and collaboration</i> TEACH	Creating media – <i>Web page creation</i> TEACH	Programming A – <i>Variables in games</i> TEACH	Data and information – <i>Introduction to spreadsheets</i> TEACH	Programming B – <i>Sensing movement</i> TEACH