

Purple Mash – Long Term Overview



Long Term Plan for Computing: Key Stage 1

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	34
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 – 3 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						



Long Term Plan for Computing: Key Stage 2

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 & 4 CYCLE A	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								
	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
YEAR 3 & 4 CYCLE B	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												
	See table below for breakdown																														