|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Computing Units** | | | | | |
|  | Term 1 | | Term 2 | | Term 3 |
| **Nursey** | Simple City  2Paint a Picture | | 2 Design and Make | | Maths City |
| Outcome | Create a scene / house relate to own life / experiences.  Firework Scenes using different effects. | | People Who Help Us Vehicle - Police car, ambulance, fire engine | | Consolidating learning of number / counting |
| Ongoing Computing opportunities | 2Paint a Picture, Simple City, Maths City, 2 Design and make, Various topic related activities linked to topic on Mini Mash, access to Bee-bots | | | | |
| **Reception** | 2Design and make – | Mashcam | | 2Go- Direct Minibeasts to the flowers | |
| Outcome | Christmas party hat produced | Mashcam – fairy tale role-play | | Map of directions produced | |
| Ongoing Computing opportunities | 2Paint a Picture, 2Count, Simple City, Maths City, 2Go, 2Explore, 2Design and make. Access to Bee-bots | | | | |
| Year 1 | Unit 1.1 Online Safety & Exploring Purple Mash (4 lessons)/ Unit 1.9 Technology outside school  Unit 1.3- Pictograms | **NCCE- Programming animations** | | **Unit 1.6 Animated Story Books (5 weeks)**  *(2021-22 Term 2 Scratch followed by Term 3 Animated story books*  *2022-23 Term 2 Animated story books (linked to GFOL) followed by Term 3 Scratch)* | |
| Outcome | Piece of work that is responded to within Purple Mash  Pictogram relating to transport | Create own algorithms to instruct animations | | Create a story book / factual report about different animals / GFOL depending on year 21/22 22/23) | |
| Year 2 | **Unit 2.5 Effective Searching**  **Unit 2.4 Questioning** | **Unit 2.8 Presenting Ideas** | | **NCCE- Programming quizzes** | |
| Outcome | Effective Searching: Effectively search for information to write an explanation text based on the food chain of an owl in English  Questioning: Pictograms linked to maths and Science work | Quiz – Quiz about Easter (RE)  Fact file – Fact file about crocodiles (English)  Presentation – Famous People from Stoke-on-Trent (History) | |  | |
| Year 3 | **Unit 3.4 Touch Typing**  **Unit 3.5 Email** | **NCCE- Sequencing sounds**  **Unit 3.8 Graphing** | | **Unit 3.6 Branching Databases**  **Unit 4.8 Hardware Investigators** | |
| Outcome | Email: To email the man from ‘The Great Kapok Tree’ | Graphing: Create a graph using data collected in maths/ cross curricular | |  | |
| Year 4 | **Unit 4.6 Animation**  **Unit 4.7 Effective Searching** | **NCCE- Repetition in games**  Unit 4.4 Writing for different audiences | | **Unit 5.6 3D Modelling** | |
| Outcome | Animation: Create a Roman Battle animation.  Effective searching: Research and answer questions on the Romans | Writing for different audiences: To write a persuasive letter or create a persuasive poster linked to deforestation | | 3D Modelling: Create a memory box (DT link) | |
| Year 5 | **Unit 5.5 Game Creator**  **Unit 5.7 Concept Maps** | **NCCE- Selection in quizzes** | | **Unit 5.4 Databases** | |
| Outcome | Game creator: Create their own playable game based on either Earth or Space  Concept Maps: To create a concept map based on a scientific concept. |  | | Database: To create a database to record information on the mountain ranges of the world. | |
| Year 6 | **Unit 6.7 Quizzing**  **Unit 6.4 Blogging** | **NCCE- Variables in games** | | **Unit 6.9 Spreadsheets**  **Unit 6.6. Networks** | |
| Outcome | Quizzing: Create a quiz on the Victorians  Blogging: To create a blog which includes what children learnt during the Victorians unit |  | | Spreadsheets: To create a spreadsheet which uses formula to calculate. | |