

**Computing curriculum**  
**PURPLE MASH with Trust End Points**  
*minimum 22 lessons*

# Year 1

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[Y1](#) / [Y2](#) / [Y3](#) / [Y4](#) / [Y5](#) / [Y6](#)

To code			To collect		To communicate	To connect		
<p><b>Write and test simple programs.</b></p> <ul style="list-style-type: none"> <li>To know that an algorithm is a set of instructions and that the order is important</li> <li>To know how to identify a problem within a simple algorithm and how to fix it</li> </ul>			<p><b>Sort and group data</b></p> <ul style="list-style-type: none"> <li>To know examples for a variety of criteria, e.g. eye colour, house type</li> <li>To know the difference between sorting and grouping</li> <li>To know how to sort or group items using a range of criteria</li> </ul>		<p><b>Navigate a simple spreadsheet and add data</b></p> <ul style="list-style-type: none"> <li>To understand what rows and columns are</li> <li>To know how to enter data into cells</li> <li>To add images to a spreadsheet</li> <li>To know how to do simple calculations in a spreadsheet</li> </ul>	<p><b>Know how to use technology purposefully to create and store digital content</b></p> <ul style="list-style-type: none"> <li>To know how to paint with different colours and brushes.</li> <li>To know how to create shapes and fill areas</li> <li>To know how to add text to a page / image</li> <li>To use simple edit tools (undo and redo)</li> </ul>	<p><b>Recognise the common uses of information technology beyond school.</b></p> <ul style="list-style-type: none"> <li>To identify and know how technology is used in school and beyond.</li> </ul>	<p><b>Understand how to communicate safely online.</b></p> <ul style="list-style-type: none"> <li>To know what personal information is and how to keep it safe.</li> <li>To know how to be respectful (online and offline).</li> <li>To recognise and report inappropriate behaviour (online and offline).</li> </ul>
<u>Unit 1.4 Lego Builders (3)</u>	<u>Unit 1.5 Maze explorers (3)</u>	<u>Unit 1.7 Coding (6)</u>	<u>Unit 1.2 Sorting &amp; grouping (2)</u>	<u>Unit 1.8 Spreadsheets (3)</u>		<u>Unit 1.9 Tech outside school (2)</u>	<u>Unit 1.1 Online Safety / explore PM (2)</u>	
Lesson 1 - Following Instructions	Lesson 1 - Challenges 1 & 2	Lesson 1 - Instructions	Lesson 1 - Sorting away from the computer	Lesson 1 - Introduction to Spreadsheets	<p>No relevant Purple Mash unit.</p> <p>End points to be reached through ad-hoc activities using <b>2Paint</b> or <b>2Paint a picture</b></p>	Lesson 1 - What is Technology?	Lesson 1 - Safe Logins	
Lesson 2 - Following and Creating Simple Instructions on the Computer	Lesson 2 - Challenges 3 & 4	Lesson 2 - Objects & Actions	Lesson 2 - Sorting on the computer	Lesson 2 - Adding Images to a Spreadsheet and Using the Image Toolbox		Lesson 2 -Technology outside school.	Lesson 2 -My work area	
Lesson 3 - To consider how the order of instructions affects the result	Lesson 3 - Challenges 5 & 6	Lesson 3 - Events		Lesson 3 - Using the 'Speak' and 'Count' Tools in 2Calculate to Count Items			Lesson 3 -Purple Mash topics	
	Lesson 4 - Setting More Challenges	Lesson 4 - When code executes					Lesson 2 -Purple Mash Tools	
		Lesson 5 - Setting the scene						
		Lesson 6 - Using a plan						

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*minimum 29 lessons*

# Year 2

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To code	To collect		To communicate		To connect	
<p><b>Plan write and test simple programs</b></p> <ul style="list-style-type: none"> <li>To use logical reasoning to predict the behaviour of simple programs.</li> <li>To know how to plan a sequence of instructions to achieve a purpose</li> </ul>	<p><b>Organise data and use to conduct simple searches</b></p> <ul style="list-style-type: none"> <li>To know how to design a binary tree to sort pictures</li> <li>To know how to use a database to answer more complex search questions</li> <li>To know how to use the 'search' tool to find information in a database</li> <li>To know spreadsheets can be used to create tables and graph</li> <li>To know how to copy, cut and paste in a spreadsheet</li> <li>To know how to use tools in a spreadsheet to automatically total rows and columns</li> <li>To know how to create a table of data on spreadsheet</li> <li>To know how to use data to create a block graph</li> <li>To save, open and edit spreadsheets</li> </ul>		<p><b>Know how to use technology purposefully to create, organise, store, manipulate and retrieve digital content</b></p> <ul style="list-style-type: none"> <li>To understand that you can make music / art and present it in different ways</li> <li>To know how to retrieve a file to edit in a computer program.</li> <li>To understand the importance of feedback in order to make improvements</li> </ul>		<p><b>Understand what a Digital Footprint is and its implications.</b></p> <ul style="list-style-type: none"> <li>To know that the information put or searched for online leaves a digital footprint.</li> <li>To know how to keep personal data safe online</li> <li>To know how to complete safe searches and select appropriate information.</li> <li>To identify a variety of different devices that connect to the internet</li> </ul>	
<u>Unit 2.1 Coding (6)</u>	<u>Unit 2.3 Spreadsheets (4)</u>	<u>Unit 2.4 Questioning (5)</u>	<u>Unit 2.6 Creating pictures (5)</u>	<u>Unit 2.7 Making music (3)</u>	<u>Unit 2.2 Online Safety (3)</u>	<u>Unit 2.5 Effective Searching (3)</u>
<div style="border: 2px solid red; padding: 2px; margin-bottom: 5px;">Lesson 1 - Algorithms</div> <div style="border: 2px solid red; padding: 2px; margin-bottom: 5px;">Lesson 2 - Collision detection</div> <div style="border: 2px solid red; padding: 2px; margin-bottom: 5px;">Lesson 3 - Using a timer</div> <div style="border: 2px solid red; padding: 2px; margin-bottom: 5px;">Lesson 4 - Different object types</div> <div style="border: 2px solid red; padding: 2px; margin-bottom: 5px;">Lesson 5 - Buttons</div> <div style="border: 2px solid red; padding: 2px; margin-bottom: 5px;">Lesson 6 - 'Smelly code' debugging</div>	<div style="border: 2px solid red; padding: 2px; margin-bottom: 5px;">Lesson 1 - Reviewing prior use of spreadsheets</div> <div style="border: 2px solid red; padding: 2px; margin-bottom: 5px;">Lesson 2 - Copying and pasting totalling tools</div> <div style="border: 2px solid red; padding: 2px; margin-bottom: 5px;">Lesson 3 - Using a spreadsheet to add amounts</div> <div style="border: 2px solid red; padding: 2px; margin-bottom: 5px;">Lesson 4 - Creating a table and block graph</div>	<div style="border: 2px solid red; padding: 2px; margin-bottom: 5px;">Lesson 1 - Using and Creating Pictograms</div> <div style="border: 2px solid red; padding: 2px; margin-bottom: 5px;">Lesson 2 - Asking Yes / No Questions</div> <div style="border: 2px solid red; padding: 2px; margin-bottom: 5px;">Lesson 3 - Binary Trees</div> <div style="border: 2px solid red; padding: 2px; margin-bottom: 5px;">Lesson 4 - Using 2Question - a ComputerBased Binary Tree Program</div> <div style="border: 2px solid red; padding: 2px; margin-bottom: 5px;">Lesson 5 - Using 2Investigate: a NonBinary Database</div>	<div style="border: 2px solid red; padding: 2px; margin-bottom: 5px;">Lesson 1 -Introduction and Impressionism</div> <div style="border: 2px solid red; padding: 2px; margin-bottom: 5px;">Lesson 2 - Pointillist Art</div> <div style="border: 2px solid red; padding: 2px; margin-bottom: 5px;">Lesson 3 - Piet Mondrian</div> <div style="border: 2px solid red; padding: 2px; margin-bottom: 5px;">Lesson 4 - William Morris and Pattern</div> <div style="border: 2px solid red; padding: 2px; margin-bottom: 5px;">Lesson 5 - Surrealism and eCollage</div>	<div style="border: 2px solid red; padding: 2px; margin-bottom: 5px;">Lesson 1 -Introducing 2Sequence</div> <div style="border: 2px solid red; padding: 2px; margin-bottom: 5px;">Lesson 2 - Making Music</div> <div style="border: 2px solid red; padding: 2px; margin-bottom: 5px;">Lesson 3 - Soundtracks</div>	<div style="border: 2px solid red; padding: 2px; margin-bottom: 5px;">Lesson 1 - Searching &amp; sharing</div> <div style="border: 2px solid red; padding: 2px; margin-bottom: 5px;">Lesson 2 - Email using 2Respond</div> <div style="border: 2px solid red; padding: 2px; margin-bottom: 5px;">Lesson 3 - Digital Footprint</div>	<div style="border: 2px solid red; padding: 2px; margin-bottom: 5px;">Lesson 1 - Understanding the Internet and Searching</div> <div style="border: 2px solid red; padding: 2px; margin-bottom: 5px;">Lesson 2 - Searching the Internet</div> <div style="border: 2px solid red; padding: 2px; margin-bottom: 5px;">Lesson 3 - Sharing Knowledge of the Internet and Effective Searching</div>

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# Year 3

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To code	To collect			To communicate		To connect	
<p><b>Design and write programs that accomplish specific goals.</b></p> <ul style="list-style-type: none"> <li>To know how to debug multiple problems within their own algorithm</li> <li>To know how to use a sequence and repetition in programs.</li> <li>To begin to know how to integrate multimedia components</li> </ul>	<p><b>Create a range of charts and graphs from data in a spreadsheet</b></p> <ul style="list-style-type: none"> <li>To know how to add and edit in a table layout.</li> <li>To know how spreadsheet programs can automatically create graphs from data.</li> <li>To know that different charts and graphs can represent the same data.</li> <li>To know how to navigate and name cells in specific locations.</li> </ul>	<p><b>Use and debug branching databases</b></p> <ul style="list-style-type: none"> <li>To know how to sort objects using just yes and no questions.</li> <li>To know how to ask appropriate and relevant questions to sort information</li> <li>To know how to edit and adapt an existing branching database to accommodate new entries.</li> <li>To know how to create, use and debug their own branching database.</li> <li>To know how to select and save images.</li> </ul>	<p><b>Present results in a range of formats and use 'sorting' to analyse results</b></p> <ul style="list-style-type: none"> <li>To know how to enter results into a graph.</li> <li>To know how to discuss and compare results.</li> <li>To know how to share a graph with others.</li> <li>To know how to use the sorting option to make analysis easier.</li> </ul>	<p><b>Know how to create content that accomplishes a given goal using a variety of software on a range of devices</b></p> <ul style="list-style-type: none"> <li>To know how to order and group objects.</li> <li>To know how to recognise an effective layout.</li> <li>To know how to combine text and images.</li> <li>To know how to lay out objects effectively</li> <li>To know how to input on a keyboard (touch typing, shortcuts)</li> <li>To know how to create a presentation</li> </ul>		<p><b>Recognise how technology can provide multiple services and be used for collaboration.</b></p> <ul style="list-style-type: none"> <li>To know how to search the internet and think critically about the results that are returned.</li> <li>To understand how search results are selected and ranked.</li> <li>To understand how websites target your digital footprint to promote advertisements.</li> <li>To learn about the meaning of age-restriction symbols and to understand why PEGI restrictions exist</li> <li>To know how to send and respond to emails safely</li> <li>To identify a variety of different devices that allow communication with others (<i>email, facetime, voice memo, phone call</i>)</li> </ul>	
<u>Unit 3.1 Coding (5)</u>	<u>Unit 3.3 Spreadsheets (3)</u>	<u>Unit 3.6 Branching databases (3)</u>	<u>Unit 3.8 Graphing (2)</u>	<u>Unit 3.4 Touch typing (4)</u>	<u>Unit 3.9 Presenting with Google Slides (5)</u>	<u>Unit 3.2 Online Safety (3)</u>	<u>Unit 3.5 Email (5)</u>
<div style="border: 2px solid red; padding: 2px; margin-bottom: 5px;">Lesson 1 -Using Flowcharts</div> <div style="border: 2px solid red; padding: 2px; margin-bottom: 5px;">Lesson 2 - Using timers</div> <div style="border: 2px solid red; padding: 2px; margin-bottom: 5px;">Lesson 3 - Using repeat</div> <div style="border: 2px solid red; padding: 2px; margin-bottom: 5px;">Lesson 4 - Code, test &amp; debug</div>	<div style="border: 2px solid red; padding: 2px; margin-bottom: 5px;">Lesson 1 - Creating pie charts and bar graphs</div> <div style="border: 2px solid red; padding: 2px; margin-bottom: 5px;">Lesson 2 - More than, less than, spin buttons</div> <div style="border: 2px solid red; padding: 2px; margin-bottom: 5px;">Lesson 3 - Advanced mode and cell addresses</div>	<div style="border: 2px solid red; padding: 2px; margin-bottom: 5px;">Lesson 1 - Introducing databases</div> <div style="border: 2px solid red; padding: 2px; margin-bottom: 5px;">Lesson 2 - Branching databases</div> <div style="border: 2px solid red; padding: 2px; margin-bottom: 5px;">Lesson 3 - Creating a branching database on the computer</div>	<div style="border: 2px solid red; padding: 2px; margin-bottom: 5px;">Lesson 1 -Introducing 2Graph</div> <div style="border: 2px solid red; padding: 2px; margin-bottom: 5px;">Lesson 2 - Using 2Graph to solve an investigation</div>	<div style="border: 2px solid red; padding: 2px; margin-bottom: 5px;">Lesson 1 - Home, top and bottom row keys</div> <div style="border: 2px solid red; padding: 2px; margin-bottom: 5px;">Lesson 2 - Home, top and bottom row keys</div> <div style="border: 2px solid red; padding: 2px; margin-bottom: 5px;">Lesson 3 - Left keys</div> <div style="border: 2px solid red; padding: 2px; margin-bottom: 5px;">Lesson 4 - Right keys</div>	<div style="border: 2px solid red; padding: 2px; margin-bottom: 5px;">Lesson 1 - Making a presentation from a blank slide</div> <div style="border: 2px solid red; padding: 2px; margin-bottom: 5px;">Lesson 2 - Adding media</div> <div style="border: 2px solid red; padding: 2px; margin-bottom: 5px;">Lesson 3 - Adding shapes &amp; lines</div> <div style="border: 2px solid red; padding: 2px; margin-bottom: 5px;">Lesson 4 - Adding</div>	<div style="border: 2px solid red; padding: 2px; margin-bottom: 5px;">Lesson 1 - Safety in numbers!</div> <div style="border: 2px solid red; padding: 2px; margin-bottom: 5px;">Lesson 2 - Fact or fiction?</div> <div style="border: 2px solid red; padding: 2px; margin-bottom: 5px;">Lesson 3 - Appropriate content and ratings</div>	<div style="border: 2px solid red; padding: 2px; margin-bottom: 5px;">Lesson 1 - Communication</div> <div style="border: 2px solid red; padding: 2px; margin-bottom: 5px;">Lesson 2 - Composing</div> <div style="border: 2px solid red; padding: 2px; margin-bottom: 5px;">Lesson 3 - Using Email safely 1</div> <div style="border: 2px solid red; padding: 2px; margin-bottom: 5px;">Lesson 4 - Using Email safely 2</div>

Lesson 5 - Design & make an interactive scene

Lesson 6 - Design & make an interactive scene

Lesson 4 - Creating a branching database on the computer

animation

Lesson 5 - Create a presentation

Lesson 6 - Create a presentation

Lesson 5 - Attachments

Lesson 6 - Email simulations

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# Year 4

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To code	To collect	To communicate		To connect		
<p><b>Design and write programs that include controlling or simulating physical systems.</b></p> <ul style="list-style-type: none"> <li>To know how to debug multiple problems within their own algorithms/programs using a range of software</li> <li>To begin to know how to integrate multi media components</li> <li>To know how variables affect an outcome</li> </ul>	<p><b>Use formulae and combine tools in spreadsheets</b></p> <ul style="list-style-type: none"> <li>To know how to use place value in a spreadsheet, including currency and decimals</li> <li>To know how to add formulae to a cell to calculate results.</li> <li>To know how to use a variety of tools within a spreadsheet.</li> <li>To know how to use a series of data to create line graphs.</li> <li>To know how to interpret a line graph.</li> <li>To know how to use a spreadsheet in a real-life situation, e.g. budgeting</li> </ul>	<p><b>To know how to design and create a range of programs and content.</b></p> <ul style="list-style-type: none"> <li>Animate objects</li> <li>Build sequences of images into animations</li> <li>Tell a story through animation</li> <li>To know how to create simple musical rhythms</li> <li>To develop more complex pieces of music involving rhythm and melody</li> </ul>	<p><b>To know how to create content that accomplishes a given goal and presenting information to a specific audience.</b></p> <ul style="list-style-type: none"> <li>To know how to create and debug an algorithm to create a procedure.</li> <li>To know how to create and debug an algorithm that uses setpos to draw shapes. To know how to create and debug an algorithm with different colours.</li> <li>To know how to create and debug an algorithm to produce text.</li> </ul>	<p><b>Recognise how to be responsible digital citizens</b></p> <ul style="list-style-type: none"> <li>To create safe online profiles and explain why</li> <li>To know how to stay safe from online threats (phishing, malware)</li> <li>To understand the term plagiarism.</li> <li>To identify what is a reasonable, responsible balance between active and digital behaviour</li> <li>To develop and further their understanding of acceptable / unacceptable online behaviour and know way a range of ways to report</li> </ul>	<p><b>Recognise the component parts of hardware which allow computers to join and form a network</b></p> <ul style="list-style-type: none"> <li>To know and name component parts of a computer (desk top – mouse, touch pad, screen, microphone)</li> </ul>	
<u>Unit 4.1 Coding (5)</u>	<u>Unit 4.3 Spreadsheets (4)</u>	<u>Unit 4.6 Animation (3)</u>	<u>Unit 4.9 Making music (3)</u>	<u>Unit 4.5 Using 2Logo (4)</u>	<u>Unit 4.2 Online Safety (5)</u>	<u>Unit 4.8 Hardware investigators (2)</u>
Lesson 1 - Design, code, test & debug	Lesson 1 - Formula wizard and formatting cells	Lesson 1 - Animating an object	Lesson 1 -Understanding music	Lesson 1 -Introduction to 2Logo	Lesson 1 -Going Phishing!	Lesson 1 - Hardware
Lesson 2 - IF statements	Lesson 2 - CUsing the timer and spin buttons	Lesson 2 - 2Animate tools	Lesson 2 - Rhythm and tempo	Lesson 2 - Creating letters using 2Logo	Lesson 2 - Beware Malware	Lesson 2 - Parts of a computer
Lesson 3 - Coordinates	Lesson 3 - Line graphs	Lesson 3 - Stop-Motion animation	Lesson 3 - Melody and pitch	Lesson 3 - Using the 'repeat' command in 2Logo	Lesson 3 - Plagiarism	
Lesson 4 - Repeat Until and IF/ELSE statements	Lesson 4 - Using a spreadsheet for budgeting		Lesson 4 - Creating music	Lesson 4 - Using procedures	Lesson 4 - Healthy Screen time	
Lesson 5 - Number variables	Lesson 4 - Exploring place value				Lesson 5 - Digital Footprint	

with a spreadsheet

## Computing curriculum

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# Year 5

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To code	To collect	To communicate		To connect		
<p><b>Design and write programs that accomplish specific goals by decomposing them into smaller parts.</b></p> <ul style="list-style-type: none"> <li>To know how to simplify sequences, selection and repetition in programs</li> <li>To know how to work with variables and with various forms of inputs and outputs</li> <li>To know how to generate appropriate inputs and predicted outputs to test a program</li> <li>To understand how to create efficient algorithms</li> </ul>	<p><b>Create spreadsheets to solve calculations and problems</b></p> <ul style="list-style-type: none"> <li>To know that data can be organised in different ways.</li> <li>To know how to enter formulae to carry out calculations.</li> <li>To know that data can be presented in a range of ways.</li> <li>To know how to format tables/graphs.</li> <li>To know how to enter information and search their own database</li> <li>To know how to create a database and add records</li> <li>To know what a field is and be able to add information</li> <li>To understand that there are different ways to search a database.</li> </ul>	<p><b>To know how to select, use and combine a variety of software (including Internet services) on a range of digital devices.</b></p> <ul style="list-style-type: none"> <li>To use concept maps to plan a series of ideas</li> <li>To work collaboratively to present a range of ideas</li> <li>To design a game concept including a purpose and rules for play</li> <li>To evaluate a game and identify improvements</li> </ul>	<p><b>To design content by drawing and manipulating 3D shapes.</b></p> <ul style="list-style-type: none"> <li>To know how to use 3D modelling software</li> <li>To know how to draw 3D shapes.</li> <li>To know how to add detail to 3D drawings.</li> <li>To know how to add and manipulate 3D models.</li> <li>To know how to create a complex 3D model.</li> </ul>	<p><b>Recognise how to be responsible digital citizens and the impact it has on others</b></p> <ul style="list-style-type: none"> <li>To know how images and digital technology can be presented as false reality online</li> <li>To know how to apply online safety rules to real life scenarios</li> <li>To know how to keep personal data safe online – eg strong passwords</li> <li>To know the importance of thinking critically about online use</li> </ul>		
<p><b><u>Unit 5.1 Coding (5)</u></b></p>	<p><b><u>Unit 5.3 Spreadsheets (5)</u></b></p>	<p><b><u>Unit 5.4 Databases (3)</u></b></p>	<p><b><u>Unit 5.3 Game Creator (5)</u></b></p>	<p><b><u>Unit 5.7 Concept mapping (4)</u></b></p>	<p><b><u>Unit 5.6 3D Modelling (4)</u></b></p>	<p><b><u>Unit 5.2 Online Safety (4)</u></b></p>

Lesson 1 - Coding efficiently	Lesson 1 - Conversion of measurements	Lesson 1 - Searching a database	Lesson 1 -Setting the scene	Lesson 1 -Introduction to concept mapping	Lesson 1 -Introducing 2Design andMake	Lesson 1 -Responsibilities and support when online
Lesson 2 - Simulating a physical system	Lesson 2 - The count tool	Lesson 2 - Creating a database	Lesson 2 - Creating the game environment	Lesson 2 - Using 2Connect	Lesson 2 - Moving points	Lesson 2 - Protecting privacy
Lesson 3 - Decomposition & abstraction	Lesson 3 - Formulae including the advanced mode	Lesson 3 - Creating a topic database	Lesson 3 - The game quest	Lesson 3 - 2Connect story mode	Lesson 3 - Designing for a purpose	Lesson 3 - Citing sources
Lesson 4 - Friction & functions	Lesson 4 - Using text variables to perform calculations		Lesson 4 - Finishing and sharing	Lesson 4 - Collaborative concept maps	Lesson 4 - Printing and making	Lesson 4 - Reliability
Lesson 5 - Introducing Strings	Lesson 5 - Event planning with a spreadsheet		Lesson 5 - Evaluation			

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# Year 6

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To code		To collect		To communicate		To connect			
<p><b>Design, write and explain more complex programs that fulfil specific purposes and apply with independence</b></p> <ul style="list-style-type: none"> <li>To know how to simplify sequences, selection and repetition in programs and conditional coding (functions)</li> <li>To know and apply knowledge of working with variables and with various forms of inputs and outputs</li> <li>To know and apply knowledge how to generate appropriate inputs and predicted outputs to test a program</li> <li>To know apply use efficient algorithms</li> </ul>		<p><b>Utilise shortcuts and formulae when creating Excel spreadsheets</b></p> <ul style="list-style-type: none"> <li>To know how spreadsheets are used in real life.</li> <li>To understand which formulae to use.</li> <li>To understand how to copy and paste formulae.</li> <li>To know how to interpret data and make conclusions.</li> <li>To know how to debug errors within a spreadsheet.</li> </ul>		<p><b>To know how to select, use and combine a variety of software (including Internet services) on a range of digital devices.</b></p> <p><b>Select ONE unit</b></p> <p><b>Unit 6.4 Blogging</b></p> <ul style="list-style-type: none"> <li>To plan and create a blog</li> <li>To respond to a blog</li> </ul> <p><b>Or Unit 6.7 Quizzing</b></p> <ul style="list-style-type: none"> <li>To understand different styles of questioning</li> <li>To choose an appropriate tool for a quiz</li> <li>To develop and test a quiz</li> </ul>		<p><b>Demonstrate being responsible digital citizens</b></p> <ul style="list-style-type: none"> <li>To know and identify the benefits and pitfalls of online relationships, location sharing services, social media</li> <li>To know and identify cyber bullying and strategies to be able to deal with this</li> <li>To understand (as a Year 6 child) how and why age restrictions apply</li> </ul>		<p><b>Recognise the component parts of a network</b></p> <ul style="list-style-type: none"> <li>Know the difference between the world wide web and the internet</li> <li>To know and name network hardware and types – <i>eg servers and routers, internets and intranets, virtual private networks</i></li> </ul>	
<u>Unit 6.1 Coding (6)</u>	<u>Unit 6.5 Text adventures (4)</u>	<u>Unit 6.3 Spreadsheets (4)</u>	<u>Unit 6.9 Spreadsheets with Google Sheets (5)</u>	<u>Unit 6.4 Blogging (4)</u>	<u>Unit 6.7 Quizzing (6)</u>	<u>Unit 6.2 Online safety (3)</u>	<u>Unit 6.6 Networks (3)</u>		

Lesson 1 - Designing and making a more complex program	Lesson 1 - What is a text adventure?	Lesson 1 - Exploring probability	Lesson 1 - What is a spreadsheet	Lesson 1 - What is a blog?	Lesson 1 - Introducing 2DIY	Lesson 1 - Message in a game	Lesson 1 - The World Wide Web and the Internet
Lesson 2 - Designing and making a more complex program	Lesson 2 - Making a story-based adventure game	Lesson 2 - Creating a computational model	Lesson 2 - Basic calculations	Lesson 2 - Planning a blog	Lesson 2 - Using 2Quiz	Lesson 2 - Online behaviour	Lesson 2 - Our school network and accessing the Internet
Lesson 3 - Using functions	Lesson 3 - Introducing map-based text adventures	Lesson 3 - Using a spreadsheet to plan pocket money spending	Lesson 3 - Modelling	Lesson 3 - Writing a blog	Lesson 3 - Using 2Quiz	Lesson 3 - Screen time	Lesson 3 - Research
Lesson 4 - Flowcharts and control simulations	Lesson 4 - Coding a map-based text adventure	Lesson 4 - Planning a school event	Lesson 4 - Organising data	Lesson 4 - Sharing posts and commenting	Lesson 4 - Exploring grammar quizzes		
Lesson 5 - User input		Lesson 5 - Planning a school event	Lesson 5 - Advanced formulae and big data		Lesson 5 - A database quiz		
Lesson 6 - Text-based adventures					Lesson 5 - Are you smarter than a 10-year old?		