

EYFS - Purple Mash Composites to Endpoints			EYFS/Y1/Y2/Y3/Y4/Y5/Y6		
To Code		To Collect	To Communicate		To Connect
Confidently try new activities and show independence, resilience and perseverance in the face of challenge To know how to follow the rules of a game To know how to plan a route for a toy or vehicle To know how to input instructions including directions (eg for a floor robot /person)		To know how to collect information and present it in a pictogram To know how to collect information, using technology to support me To name different kinds of information To know how to add information to a pictogram	Explore, use and refine a variety of artistic effects to express their ideas and feelings. To know how to create shapes and patterns on screen using a mouse, trackpad or touchscreen.		Recognise a range of technology in my environment. To know some types of technology used at home (Alexa/ Siri, smart TV, phones and tablets, gaming) To understand the reasons for rules, know right from wrong and try to behave accordingly.
All about me	Autumn and Celebrations	Wonderful Water	Things With Wings	Journeys/Transport	Amazing Animals
Possible activities to support planning within the Nursery and Reception environments					
Possible Mini-Mash Resources to support EYFS Curriculum					
All about me	Autumn / Winter	Under the Sea	Minibeasts	Transport	Vets, Baby Animals, Pets, Zoo

	Year 1 - Purple Mash Composites to Endpoints					EYFS/Y1/Y2/Y3/Y4/Y5/Y6
To Code		To Collect	To Communicate		To Connect	
<p>To understand that computer programs work by following instructions called code.</p> <p>To use object and action code blocks to make a computer program.</p> <p>To understand the purpose of an output and to be able to 'read' code to find out what it does.</p> <p>To write code for a computer program.</p> <p>To create and debug simple programs</p>	<p>To follow and create simple instructions on a device.</p> <p>To sequence algorithms that require a correct order.</p> <p>To correctly sequence the steps of a recipe and to begin to understand what the word debugging means.</p>	<p>To group items using a computer.</p> <p>To be able to sort different items.</p> <p>To understand that data is information that can be collected and used.</p> <p>To collect data from an experiment and to create a pictogram using this data</p>	<p>To compare music made using computers and music played by real instruments.</p> <p>To explore mixing the sounds of different instruments using the 2Beat tool.</p> <p>To compose a tune to match a picture of a scene.</p> <p>To choose which instrument sounds to use to compose music for a purpose and adjust the tempo and volume of the music</p>	<p>To know how to simply edit a picture.</p> <p>To know how to add text to a page / image</p> <p>To add animation to a text</p> <p>To use simple edit tools (undo and redo)</p> <p>To add sounds, including some narration to my story.</p>	<p>To know what the word technology means.</p> <p>To know what technology is used in school.</p> <p>To consider the purposes of technology used in the wider world.</p> <p>To identify parts of a device and know how to use devices safely.</p>	<p>To be able to login to Purple Mash.</p> <p>To create an avatar image of themselves</p> <p>To open a Paint Project from the Tools area.</p> <p>To save and find my work in the 'My Work' area.</p> <p>To be able to use 2Do correctly</p> <p>To use technology purposefully to create, store and retrieve digital content</p>
Coding	Creating and Following Instructions	Data Explorers	Making Beats	Animated Stories	Technology Around Us	Introduction to Purple Mash
<p>Lesson 1 Instructions</p> <p>Lesson 2 Objects and Actions</p> <p>Lesson 3 Events</p> <p>Lesson 4 Outputs and Reading Code</p> <p>Lesson 5 Setting the Scene</p> <p>Lesson 6 Writing Code</p>	<p>Lesson 1 Following Instructions</p> <p>Lesson 2 Following and Creating Simple Instructions on the Computer.</p> <p>Lesson 3 Following a Recipe</p>	<p>Lesson 1 Grouping objects</p> <p>Lesson 2 Grouping using a computer</p> <p>Lesson 3 Sorting</p> <p>Lesson 4 What is Data?</p> <p>Lesson 5 Data in Pictures</p> <p>Lesson 6 Collecting and analysing data</p>	<p>Lesson 1 Digital music</p> <p>Lesson 2 Combining instruments</p> <p>Lesson 3 Composing a tune for a purpose</p> <p>Lesson 4 Composing a beat for a purpose</p>	<p>Lesson 1 Comparing Books</p> <p>Lesson 2 Creating a Character</p> <p>Lesson 3 Setting the scene</p> <p>Lesson 4 Animating pages</p> <p>Lesson 5 Adding Text</p> <p>Lesson 6 Adding Sounds</p>	<p>Lesson 1 What is Technology?</p> <p>Lesson 2 Technology in School</p> <p>Lesson 3 Technology in the World</p> <p>Lesson 4 Using Devices Safely</p>	<p>Lesson 1 Logging in</p> <p>Lesson 2 Your Work in Purple Mash</p> <p>Lesson 3 2Dos in Purple Mash</p>

Year 2 - Purple Mash Composites to Endpoints

EYFS/Y1/Y2/Y3/Y4/Y5/Y6

To Code		To Collect		To Communicate			To Connect
<p>To create a computer program using an algorithm.</p> <p>To understand ways that the collision detection event can be used in a program.</p> <p>To design a program that follows a timed sequence.</p> <p>To understand that different objects have different attributes (properties).</p> <p>To understand the importance of testing and debugging.</p>	<p>To use the direction keys in 2Go to move the turtle along a route.</p> <p>To use units of distance along with the direction keys in 2Go to move along a route.</p> <p>To write instructions to complete more than one step of a route at once.</p> <p>To build up instructions for a longer route.</p> <p>To create longer programs by testing a few steps at a time and debug my code and fix errors.</p>	<p>To understand what a spreadsheet is and how to navigate one using 2Calculate.</p> <p>To edit and improve a spreadsheet so that information is organised clearly and displayed correctly.</p> <p>To explore how spreadsheets can complete calculations automatically.</p> <p>To explore the range of tools available in 2Calculate and understand how they can change the way data is used.</p> <p>To create and interpret block diagrams from data.</p> <p>To create a spreadsheet that is neat, clear, and well-organised and use different calculations to answer questions.</p>	<p>To understand how data can be used to help answer a question.</p> <p>To ask an appropriate question, gather data using a tally chart and present it using digital tools.</p> <p>To begin to explore how yes or no questions can be used to sort data.</p> <p>To understand how branching databases work and practise navigating them to find answers.</p>	<p>To create a digital art piece in an impressionist style.</p> <p>To create a digital art piece in a pointillism style.</p> <p>To create a digital art piece that is in the style of Piet Mondrian's work.</p> <p>To create digital art patterns in the style of the Arts and Crafts movement.</p> <p>To include important information on an art portfolio template.</p>	<p>To understand that ideas can be organised and presented using a concept map.</p> <p>To organise ideas clearly in a concept map.</p> <p>To use a concept map to present ideas to others.</p>	<p>To explore, edit and combine sounds using 2Sequence.</p> <p>To improve a tune and make music based around a feeling.</p> <p>To compose background music for a video.</p>	<p>To understand how the internet, the World Wide Web and a browser work together.</p> <p>To understand the difference between a website and a webpage and use a school website to find information.</p> <p>To understand the difference between a browser and a search engine, and to practice searching for information safely.</p>
Coding	Route Explorers	Spreadsheets	Questioning	Creating Pictures	Presenting Ideas	Making Music	The Internet
<p>1 Algorithms</p> <p>2 Collision Detection</p> <p>3 Using a Timer</p> <p>4 Different Types of Objects</p> <p>5 Buttons</p> <p>6 Debugging</p>	<p>1 Directions</p> <p>2 Directions with Distances</p> <p>3 Building an algorithm</p> <p>4 Planning a longer algorithm</p>	<p>1 What is a Spreadsheet?</p> <p>2 Organising Data</p> <p>3 Making Simple Calculations</p> <p>4 Exploring 2Calculate Tools</p> <p>5 Creating Block Diagrams</p> <p>6 Spreadsheet Challenge</p>	<p>1 Collecting and Representing Data</p> <p>2 Creating Questions and Presenting Data</p> <p>3 Yes or No Questions</p> <p>4 Exploring Branching Databases</p>	<p>1 Creating an Impression</p> <p>2 Dotty About Art</p> <p>3 Lines and Colours</p> <p>4 Perfect Patterns</p> <p>5 Art Portfolio</p>	<p>1 What is a Concept Map?</p> <p>2 Adding Ideas</p> <p>3 Organising Ideas</p> <p>4 Presenting</p>	<p>1 Introducing 2Sequence</p> <p>2 Making Music</p> <p>3 Soundtracks</p>	<p>1 The Internet</p> <p>2 Devices and Connecting to the Internet</p> <p>3 Websites and Webpages</p> <p>4 Browsers and Search Engines</p>

Year 3 - Purple Mash Composites to Endpoints

EYFS/Y1/Y2/Y3/Y4/Y5/Y6

To Code		To Collect		To Communicate		To Connect
<p>To create commands in 2Go in which the turtle turns using rotation.</p> <p>To plan algorithms and write 2Go code that uses angles of turn.</p> <p>To use 90° and 45° angles in 2Go.</p> <p>To use the repeat algorithm and coding in 2Go.</p> <p>To use sequence, selection, and repetition in programs</p>	<p>To understand what a flowchart is and how flowcharts are used in computer programming.</p> <p>To understand that there are different types of timers.</p> <p>To understand how to use the repeat command.</p> <p>To understand the importance of nesting when coding, testing and debugging.</p> <p>To design a program.</p> <p>To use my design documents to guide my coding and to test and make sensible attempts to debug the code.</p>	<p>To understand the layout and features of 2Calculate in Advanced Mode.</p> <p>To use the arrows toolbar to be able to automatically total rows and columns.</p> <p>To use simple formulae in a spreadsheet by using the formula wizard.</p> <p>To use advanced formulae in a spreadsheet to calculate totals, averages and to find the highest and lowest values.</p> <p>To apply spreadsheet skills to solve real-world problems.</p> <p>To be able to select and apply appropriate tools, formulae and functions to solve problems and present a spreadsheet clearly and explain how I reached an answer.</p>	<p>To understand the concept of using 'Yes' or 'No' questions to sort objects.</p> <p>To understand and use a branching database effectively.</p> <p>To plan and create a branching database.</p> <p>To test and debug branching databases to correct errors.</p> <p>To recognise different errors that could be present in a branching database and find and fix the errors in a branching database.</p>	<p>To learn correct finger positioning on the keyboard and understand when to use the left or right hand.</p> <p>To learn how to type numbers accurately and to use the shift key for capital letters.</p> <p>To be able to type sentences using capital letters, spaces, and full stops.</p>	<p>To learn how to open PowerPoint/Slides/Keynote, add text and change how it looks.</p> <p>To learn how to add slides, change slide designs and insert pictures into a presentation.</p> <p>To add animations to pictures and text, and transitions between slides.</p> <p>To create an effective presentation.</p> <p>To complete and present a slideshow to an audience.</p> <p>To create an engaging PowerPoint/Slides/Keynote slideshow and use my PowerPoint/Slides/Keynote slideshow to present to an audience.</p>	<p>To understand and respond to an email.</p> <p>To compose and send an email.</p> <p>To send an email attachment.</p> <p>To learn how to use email safely.</p> <p>To explore simulated email scenarios.</p> <p>To be able to attach files appropriately and use email communication to explore ideas safely</p>
Route Planners	Coding	Spreadsheets	Branching Databases	Touch Typing	Presentations	E-Mail
<p>1 Exploring Routes</p> <p>2 Turning by Angles</p> <p>3 Planning routes</p> <p>4 Mapping a Route</p> <p>5 Using Repeat</p>	<p>1 Using Flowcharts</p> <p>2 Timers</p> <p>3 Repeats</p> <p>4 Nesting</p> <p>5 Designing a Program</p> <p>6 Coding a Program</p>	<p>1 Exploring Advanced Mode</p> <p>2 Arrows Toolbar (Totalling Tools)</p> <p>3 Using Formulae (Simple Wizard)</p> <p>4 Using Formulae (Advanced Wizard)</p> <p>5 Solving Real-Life Problems With Spreadsheets</p> <p>6 Theme Park Project</p>	<p>1 Yes or No?</p> <p>2 Understanding Branching Databases</p> <p>3 Creating a Branching Database</p> <p>4 Debugging a Branching Database</p>	<p>1 Home, Bottom and Top Keys</p> <p>2 Numbers and Using the Shift Key</p> <p>3 Punctuation, Symbols and Simple Words</p> <p>4 Typing Simple Sentences</p>	<p>1 Introduction to PowerPoint / Slides / Keynote</p> <p>2 Using Design Templates and Adding Media</p> <p>3 Adding Animations and Transitions</p> <p>4 Creating a Presentation</p> <p>5 Presenting</p>	<p>1 Communication</p> <p>2 Replying to an Email</p> <p>3 Composing an Email</p> <p>4 Attachments</p> <p>5 Email Safety</p> <p>6 Email Simulations</p>

Year 4 - Purple Mash Composites to Endpoints						EYFS/Y1/Y2/Y3/Y4/Y5/Y6	
To Code			To Collect	To Communicate		To Connect	
<p>To use commands to create onscreen shapes.</p> <p>To make predictions about outputs.</p> <p>To use the PU and PD commands.</p> <p>To use the 'Repeat' function To write procedures.</p> <p>To write and use use procedures to write instructions.</p>	<p>To use a background and objects to create the design view for a program.</p> <p>To create a program that includes selection with an 'if' statement.</p> <p>To use the X and Y attributes of objects when coding.</p> <p>To use the 'Repeat' command to make a looping program.</p> <p>To create and use variables when programming.</p>	<p>To create instructions as code for a micro:bit that uses the LED display output.</p> <p>To use a sequence of images in my code. To use variables in my code to keep track of step counts.</p> <p>To use If and Else statements in my code for my micro:bit to decide what output it gives.</p> <p>To use If blocks that will output an image when a number variable meets their condition.</p> <p>To combine the when gesture, random number variable and If blocks to simulate a die.</p> <p>Design and write programs that include controlling or simulating physical systems.</p>	<p>To name at least one search engine.</p> <p>To use simple keywords to look something up online.</p> <p>To explain that search engines find and sort information from many websites.</p> <p>To refine a search to make it more specific.</p> <p>To use clues to decide if something is trustworthy or not.</p> <p>To be able to search for and gather information efficiently and consider whether that information found is reliable.</p>	<p>To use copy frame feature to help with creating a smooth animation.</p> <p>To created an animated sequence that includes sound effects and backgrounds.</p> <p>To use onion skinning, backgrounds and sound enhance my animation.</p> <p>To evaluate an animation based on set criteria.</p>	<p>To describe what an audiobook is and why people enjoy them.</p> <p>To recognise the key features of an audiobook script.</p> <p>To know how to use 2Cast to record audio for an audiobook.</p> <p>To know how to create content that accomplishes a given goal and presenting information to a specific audience.</p>	<p>To name parts of a computer system.</p> <p>To group hardware as input, output, or storage.</p> <p>To name different types of software.</p> <p>Recognise the component parts of hardware which allow computers to join and form a network</p>	<p>To identify at least three different tasks that Artificial Intelligence can do.</p> <p>To write a clear prompt that tells AI what I need.</p> <p>To make responsible choices in scenarios involving AI.</p>
Logo	Coding	Micro: Bits	Effective Searching	Animation	Sound Stories	Unpacking Hardware and Software	Intro to AI
<p>1 Introduction to Logo</p> <p>2 Drawing Letters</p> <p>3 Change Line Colour and Thickness and use the Repeat Command</p> <p>4 Using Procedures</p>	<p>1 Design, Code, Test and Debug</p> <p>2 Selection</p> <p>3 Coordinates</p> <p>4 Looping Code</p> <p>5 Number Variables</p> <p>6 Making a Playable Game</p>	<p>1 Name Badge</p> <p>2 Beating Heart</p> <p>1 Step Counter</p> <p>2 Night Light</p> <p>3 Rock, Paper, Scissors</p> <p>4 Simulating Dice</p>	<p>1 Searching the Internet</p> <p>2 Ranking Results</p> <p>3 Advanced Searching and Filtering</p> <p>4 Can We Trust What We Find Online?</p>	<p>1 Introduction to Animation</p> <p>2 Onion Skinning</p> <p>3 Enhancing a Simple Animation</p> <p>4 Storyboarding an Animation</p> <p>5 Narrative Through Animation</p> <p>6 Evaluating Animation</p>	<p>1 Exploring Audiobooks</p> <p>2 Scripting an Audiobook</p> <p>3 Recording and Sound Design</p> <p>4 Editing an Audiobook</p>	<p>1 Technology and How it Helps Us</p> <p>2 What is Hardware?</p> <p>3 What is Software?</p> <p>4 Systems Working Together</p>	<p>1 What is Artificial Intelligence?</p> <p>2 Writing AI prompts</p> <p>3 Digital Citizenship and AI</p> <p>4 The Future of AI</p>

Year 5 - Purple Mash Composites to Endpoints				EYFS/Y1/Y2/Y3/Y4/Y5/Y6		
To Code	To Collect		To Communicate			To Connect
<p>To know how to simplify sequences, selection and repetition in programs</p> <p>To know how to work with variables and with various forms of inputs and outputs</p> <p>To know how to generate appropriate inputs and predicted outputs to test a program.</p> <p>To understand how to create efficient algorithms</p> <p>Design and write programs that accomplish specific goals by decomposing them into smaller parts.</p>	<p>To know that data can be organised in different ways.</p> <p>To know how to enter formulae to carry out calculations.</p> <p>To know that data can be presented in a range of ways.</p> <p>To design a spreadsheet that uses formulae to calculate total costs and format and present a spreadsheet that clearly shows a plan.</p>	<p>To know how to enter information and search their own database</p> <p>To know how to create a database and add records To know what a field is and be able to add information</p> <p>To understand that there are different ways to search a database.</p> <p>To create spreadsheets and databases to organise data, solve calculations and problems</p>	<p>To choose an appropriate tool for a quiz</p> <p>To develop and test a quiz</p> <p>To test, debug and edit my quiz to improve its quality and to use the settings area to finalise my quiz.</p>	<p>To design a game concept including a purpose and rules for play</p> <p>To design and use game sprites.</p> <p>To evaluate a game and identify improvements</p> <p>To evaluate the strengths and areas for improvement of other people's games.</p>	<p>To format text in a new Google Doc and save.</p> <p>To learn how to edit text</p> <p>To learn how to adjust the layout of a Google Doc.</p> <p>To learn how to insert and format images in Google Docs.</p> <p>To use tables in Google Docs to organise information.</p> <p>To combine Google Doc skills to create and review a factsheet.</p> <p>To know how to select, use and combine a variety of software (including Internet services) on a range of digital devices.</p>	<p>To understand what a concept map is and why they can be useful.</p> <p>To understand the different ways that concept maps can be used.</p> <p>To plan and create a non-fiction concept map.</p> <p>To present a concept map on a specific topic to an audience.</p>
Coding	Spreadsheets	Databases	Quizzing	Game Creators	Word Processing	Concept Maps
<p>1 Coding Efficiently</p> <p>2 Simulating a Physical System</p> <p>3 Decomposition and Abstraction</p> <p>4 Functions</p> <p>5 Datatypes</p> <p>6 Code Comprehension and Debugging</p>	<p>1 Revisiting Spreadsheets</p> <p>2 Converting Measurements</p> <p>3 Creating Line Graphs</p> <p>4 Tracking Weather Patterns</p> <p>5 Planning and Budgeting an Event</p> <p>6 Planning a Holiday</p>	<p>1 Understanding Databases</p> <p>2 Creating a Database</p> <p>3 Creating Queries</p> <p>4 Solving Problems</p>	<p>1 Exploring Quizzes</p> <p>2 Using 2Quiz</p> <p>3 Additional Quiz Features</p> <p>4 Creating a Quiz</p> <p>5 Completing, Debugging and Testing Quizzes</p>	<p>1 Introduction to Video Gaming</p> <p>2 Planning a Game</p> <p>3 Customising Sprites</p> <p>4 Game Environment</p> <p>5 Evaluating Finished Games</p>	<p>1 Getting Started with Word/Docs</p> <p>2 Editing and Formatting Text</p> <p>3 Page Layout and Design</p> <p>4 Working with Images</p> <p>5 Working with Tables</p> <p>6 Creating a Fact Sheet</p>	<p>1 - Understanding Concept Maps</p> <p>2 - Different Uses of Concept Maps</p> <p>3 - Planning a Non-Fiction Concept Map</p> <p>4 - Presenting a Concept Map</p>

Year 6 - Purple Mash Composites to Endpoints

EYFS/Y1/Y2/Y3/Y4/Y5/Y6

To Code	To Collect		To Communicate		To Connect
<p>To understand what it means to clone objects in coding.</p> <p>To write code that controls the actions of objects that enter or leave a hotspot.</p> <p>To make use of user input to set the value for variables.</p> <p>To follow flowcharts to create and debug code.</p> <p>To use User Interface documentation to create the look of a program.</p> <p>To be able to read and understand the code for a text adventure program in 2Code.</p>	<p>To enter and edit data in a cell.</p> <p>To use the SUM, AVERAGE, MAX, and MIN functions.</p> <p>To create bar, pie, and line charts.</p> <p>To sort data and use filters to find specific information.</p> <p>To understand and use COUNT, COUNTA, COUNTIF and IF functions.</p> <p>To use formulas and functions to analyse a spreadsheet and to create and format a spreadsheet effectively</p>	<p>To be able to explain what a database is and how they are used.</p> <p>To use a range of filter rules to find information.</p> <p>To use the group and calculation tools to display the correct data on a graph.</p> <p>To create queries using filter, sort, calculate and group.</p> <p>To interpret information being requested and to query a database based on information being requested</p>	<p>To understand what a blog is and how it is used.</p> <p>To work with others to plan a blogpost.</p> <p>To follow the process of drafting, revising and editing to publish a blogpost.</p> <p>To post and comment respectfully on a blog.</p> <p>To understand why blog posts and comments are checked and give positive and useful feedback.</p>	<p>To explain what CAD is and why it is useful.</p> <p>To design a 3D vehicle by adapting and reshaping parts with points.</p> <p>To explain the purpose of packaging.</p> <p>To print and assemble packaging as a prototype and evaluate how well my design protects and promotes the product.</p>	<p>To recognise different types of networks.</p> <p>To know how the internet helps people communicate and work together.</p> <p>To recognise both the benefits and potential risks of online communication.</p> <p>To know who controls access to the internet and why.</p> <p>To know how rules and website blocking can affect people, society, and online platforms.</p>
Coding	Spreadsheets	Data Detectives	Blogging	3D Modelling	Networks
<p>1 Using Cloning</p> <p>2 Using Hotspots</p> <p>3 User Input</p> <p>4 Flowcharts and Control Simulations</p> <p>5 Using Program Design Documents</p> <p>6 Text-Based Adventures</p>	<p>1 Introduction to Google Sheets</p> <p>2 Using Basic Functions</p> <p>3 Charts</p> <p>4 Sorting and Filtering Data</p> <p>5 Advanced Functions</p> <p>6 Using a Spreadsheet to Model a Situation</p>	<p>1 Filtering and Sorting Data</p> <p>2 Graphing Using Databases</p> <p>3 Linking Tables</p> <p>4 Database Information Requests</p>	<p>1 What is a Blog?</p> <p>2 Planning a Blog Post</p> <p>3 Creating a Blog Post</p> <p>4 Share and Respond</p>	<p>1 Introducing Computer Aided Design</p> <p>2 Moving Points</p> <p>3 Designing for a Purpose</p> <p>4 Refining and Assembling a Design</p>	<p>1 What is a Network?</p> <p>2 The Internet and the World Wide Web</p> <p>3 Communicating and Collaborating Online</p> <p>4 Who Controls the Internet?</p>