

Kirkby C of E Primary School

Building on a tradition of achievement and values in a caring environment



Computing

Planning Overview 2026-27 Cycle B

	Autumn Term	Spring Term		Summer Term												
Nursery Reception	Rather than a scheme with set lessons, the early years resources are designed to integrate into the day-to- day routine and set-up of an early years setting with opportunities for using Mini Mash or Purple Mash as part of the Early Years curriculum to support children in working towards early learning goals.															
	There are units of suggested ideas that focus on computing skills specifically, that can also be provided as opportunities for learning as part of the topics in other areas to give children a sound basis to explore topics using technology and to be ready for progressing through the Computing curriculum. These are as follows and are designed to be integrated and linked to wider early years curriculum areas.															
	<table><tr><td>Mouse and Trackpad Skills</td><td>Keyboard Skills</td><td>Drawing skills</td><td>Robots</td><td>Sounds</td><td>Photography</td></tr><tr><td>Technology Around Us</td><td>Hardware</td><td>Safety and Privacy</td><td>Quizzes</td><td>Using Purple Mash with an Individual Login</td><td></td></tr></table>					Mouse and Trackpad Skills	Keyboard Skills	Drawing skills	Robots	Sounds	Photography	Technology Around Us	Hardware	Safety and Privacy	Quizzes	Using Purple Mash with an Individual Login
Mouse and Trackpad Skills	Keyboard Skills	Drawing skills	Robots	Sounds	Photography											
Technology Around Us	Hardware	Safety and Privacy	Quizzes	Using Purple Mash with an Individual Login												
Year 1 and 2	Introduction to Purple Mash 3 Lessons Introducing Purple Mash and the essential skills for the year 1 scheme units. - Logging in and out of Purple Mash - Opening and using 2Dos - Saving work in the Work area Route Explorers 4 Lessons Coding using 2Go. Writing simple instructions to move a screen turtle along routes. - Considering direction and distance - Creating commands - Building an algorithm		Data Explorers 6 lessons Grouping and sorting objects. Relating this to organising and interpreting data. Using pictorial data on Purple Mash. - Sorting and grouping quizzes - Understanding what data is - Representing data electronically Questioning 4 Lessons Investigating data, how it is collected and how it can be presented. - Asking the right question to collect or present data - Keeping a tally - Using 2Count to present the data - Using a branching database		Creating & Following Instructions 3 lessons Understanding simple algorithms though unplugged activities before moving to sequencing activities on digital devices. - Following instructions - Creating Instructions - Understanding simple algorithms Presenting Ideas 4 lessons Creating mind maps using Connect to organise and present ideas. - Using and making mind maps - Using a mind map as a presentation tool Technology Around Us 4 Lessons											

	The Internet 4 Lessons Understanding what the internet is. - Defining the World Wide Web - Recognising browsers and websites - Connecting to the internet Online Safety Self-image and identify Online Relationships	Making Beats 4 Lessons Introducing the concept of digital music. - Creating sounds using Explore - Combining instruments using 2Beat - Composing digital music Online Safety Online Reputation Online Bullying Managing Online information	Defining and understanding what technology is. Relating this to school, home, outside and to its use in the wider world. - Understanding what technology is - Recognising technology in the local environment and wider world Online Safety Privacy and security Health, Well-being and lifestyle Copyright and ownership
Year 3 and 4	Animation 6 Lessons Creating digital animations using the Animate tool. - Knowing the types of animation - Understanding onion skinning - Exploring animation features - Using storyboarding Logo 4 Lessons Learning the text-based Logo coding language to create patterns and shapes Coding sequences, repetition, and procedures. - Using Logo commands - Writing commands in a sequence - Refining code using repetition and procedures Branching Databases 4 Lessons Creating branching databases (binary tree databases) using Question. - Asking binary questions - Completing branching databases in 2Question - Creating and testing branching Databases Online Safety Self-image and identify Online Relationships	Sound Stories 4 Lessons Adding narrative and sound effects to create audio books using 2Cast. - Recording audio content - Creating sound effects - Post-production editing Coding 6 lessons Developing coding skills using 2Code. - Using flowcharts in 2Chart - Using timers - Introducing repetition - Testing and debugging Online Safety Online Reputation Online Bullying Managing Online information Online Safety Online Reputation Online Bullying Managing Online information	Touch Typing 4 Lessons Developing touch typing skills using 2Type. - Recognising keyboard locations - Understanding correct finger positioning - Improving accuracy and speed Composing Beats 4 Lessons Using the Busy Beats tool to explore and compose music digitally. - Exploring pulse, rhythm and tempo - Understanding pitch and texture - Composing a melody Introduction to AI 4 Lessons Understanding what artificial intelligence is, how it can help and the ethics around its use. - Exploring how AI works Investigating the positive and negative impacts of AI - Considering AI in the future Online Safety Privacy and security Health, Well-being and lifestyle Copyright and ownership

Year 5 and 6	Networks 4 Lessons Learning what networks do and how they connect devices. Considering safety aspects of networks and collaboration. - Identifying examples of networks - Recognising types of networks - Understanding internet services Discussing positive and negative use of Networks Databases 4 Lessons Using table-based databases for collecting, presenting, searching and analysing data. - Understanding records and fields - Creating a collaborative database - Searching databases - Analysing data Blogging 4 Lessons Understanding how blogs and their features can effectively engage an audience. - Planning the theme, content and structure - Writing, editing and publishing a blog post - Understanding blog moderation - Reviewing and commenting on blog posts Concept Maps 4 lessons Using and creating concept maps using Connect. - Creating concept maps - Presenting from a concept map - Making collaborative concept maps Online Safety Self-image and identify Online Relationships	Coding 6 Lessons Developing coding skills using 2Code. - Coding efficiently by refining code - Simulating a physical system - Exploring decomposition and abstraction - Using functions and variables Introduction to Python 4 Lessons Introducing text-based Python coding using the Python in Pieces platform. Python in Pieces translates between block-code and Python. - Comparing block and text code views - Coding for text output - Working with different datatypes - Coding repetition in Python Online Safety Online Reputation Online Bullying Managing Online information	Spreadsheets 5 Lessons Using industry standard software to work with spreadsheets. - Performing calculations - Entering and using formulae - Presenting data - Solving real life problems Data Detectives 4 Lessons Using the Data Detectives tool to work with large datasets to analyse complex data and answer questions - Filtering and sorting data - Grouping data - Linking tables Online Safety Privacy and security Health, Well-being and lifestyle Copyright and ownership
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