SHANKLEA PRIMARY SCHOOL COMPUTING LONG TERM PLAN – 2 YEAR ROTATION

Shanklea Primary uses a clear and effective scheme of work that provides coverage in line with the National Curriculum that is essential to meet the requirements of our children in order for them to thrive. To ensure that children are being exposed to high-quality lessons focusing on the skills and knowledge required to be successful 'computational thinkers', we have invested in Purple Mash. As a school, we have chosen the Purple Mash Computing Scheme of Work from Reception to Year 6. The scheme of work supports our teachers in delivering fun and engaging lessons which help to raise standards and allow all pupils to achieve to their full potential. We are confident that the scheme of work more than adequately meets the national vision for Computing.

This ensures that all key areas of the computing curriculum are taught and revisited during a child's primary school years. This allows our children to build on their learning year after year, building on their vocabulary and to also practice skills where they may not be as confident and likewise, progress their knowledge and skills even further.

Please see below our two-year rotation plan for our school.

<table>
<tr><td>Cycle A</td><td>Autumn 1</td><td>Autumn 2</td><td>Spring 1</td><td>Spring 2</td><td>Summer 1</td><td>Summer 2</td></tr>
<tr><td>Squirrels & Nursery</td><td colspan="6">Computing is not taught discreetly in EYFS but is embedded throughout the curriculum. Using the 7 areas of learning, the computing curriculum can be found in the following areas of learning: Communication and Language, Expressive Art and Design, Personal, social and Emotional, Physical Development and Understanding the World. The children will have regular access to interactive whiteboards with opportunities to explore how something works, taking turns, repeated actions/songs. Children will also be able to have access to toys that make sounds when pressing set buttons.</td></tr>
<tr><td rowspan="2">Reception</td><td colspan="6">Computing is not taught discreetly in EYFS but is embedded throughout the curriculum and topics that are planned. Using the 7 areas of learning, the computing curriculum can be found in the following areas of learning: Expressive Art and Design, Personal, social and Emotional, Physical Development and Understanding the World. In Reception there will be a focus on developing the children's understanding of computing in preparation for their transition into Key Stage 1 and the national curriculum strands.</td></tr>
<tr><td>Use of Interactive</td><td>Introduction to Purple Mash – Mini Mash</td><td>Online Safety – Overall</td><td>Expressive Arts – Paint program</td><td>Programmable toys – Beebots/bluebots</td><td>Introduction to Chromebooks</td></tr>
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	whiteboard and Ipads		health and well being			
Year 1/2	Unit 1.1 Online Safety & Exploring Purple Mash Programs - Various	Unit 1.4 Lego Builders Programs – 2DIY	Unit 1.7 Coding Programs – 2Code	Unit 2.6 Creating Pictures Programs – 2Paint A Picture	Unit 2.5 Effective Searching Programs – Browser – Chrome	Unit 2.8 Presenting Ideas Programs – Various
	Unit 1.9 Technology outside school Programs - Various	Unit 1.2 Grouping and Sorting Programs – 2DIY			Unit 1.8 Spreadsheets Programs – 2Calculate	
Year 3/4	Coding Programs – 2Code	Unit 3.2 Online Safety Programs - Various	Unit 3.6 Branching Databases Programs – 2Question	Unit 3.3 Spreadsheets Programs – 2Calculate	Unit 3.4 Touch Typing Programs – 2Type	Unit 3.5 Email (including email safety) Programs – 2Email, 2Connect, 2DIY
	Coding Programs – 2Code			Unit 3.8 Graphing Programs – 2Graph	Unit 3.7 Simulations Programs – 2Simulate, 2Publish	
Year 5/6	Coding Programs – 2Code Please see attached breakdown of	Unit 5.2 Online Safety Programs – Various Unit 5.6	Unit 5.3 Spreadsheets Programs – 2Calculate	Unit 5.5 Game Creator Programs – 2DIY 3D	Unit 5.4 Databases Programs – 2Question, 2Investigate	Unit 5.7 Concept Maps Programs – 2Connect

	the Coding units that need to be followed.	3D Modelling Programs – 2Design and Make				
Year 6	Unit 6.1 Coding Programs – 2Code	Unit 6.2 Online Safety Programs - Various Unit 6.6 Networks	Unit 6.3 Spreadsheets Programs – 2Calculate	Unit 6.7 Quizzing Programs – 2Quiz, 2DIY, Text toolkit, 2Investigate	Unit 6.5 Text Adventures Programs – 2Code, 2Connect	Unit 6.4 Blogging Programs – 2Blog

Cycle B	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Squirrels & Nursery	Computing is not taught discreetly in EYFS but is embedded throughout the curriculum. Using the 7 areas of learning, the computing curriculum can be found in the following areas of learning: Communication and Language, Expressive Art and Design, Personal, social and Emotional, Physical Development and Understanding the World. The children will have regular access to interactive whiteboards with opportunities to explore how something works, taking turns, repeated actions/songs. Children will also be able to have access to toys that make sounds when pressing set buttons.					
Reception	Computing is not taught discreetly in EYFS but is embedded throughout the curriculum and topics that are planned. Using the 7 areas of learning, the computing curriculum can be found in the following areas of learning: Expressive Art and Design, Personal, social and Emotional, Physical Development and Understanding the World. In					

	Reception there will be a focus on developing the children's understanding of computing in preparation for their transition into Key Stage 1 and the national curriculum strands.					
	Use of Interactive whiteboard and Ipads	Introduction to Purple Mash – Mini Mash	Online Safety – Overall health and well being	Expressive Arts – Paint program	Programmable toys – Beebots/bluebots	Introduction to Chromebooks
Year 1/2	Unit 1.1 Online Safety & exploring Purple Mash Programs - Various	Unit 1.5 Maze Explorers Programs – 2Go	Unit 2.2 Online Safety Programs - Various	Unit 2.7 Making Music Programs – 2Sequence	Unit 1.6 Animated Story Books Programs – 2 Create A Story	Unit 2.1 Coding Programs – 2Code (Also included in this half term is the use of Sphero Bolts)
		Unit 2.4 Questioning Programs – 2Question, 2Investigate	Unit 1.3 Pictograms Programs - 2Count		Unit 2.3 Spreadsheets Programs- 2Calculate	
Year 3/4	Unit 3.1 Coding	Unit 4.2 Online Safety	Unit 4.5 Logo	Unit 4.6 Animation	Unit 4.4 Writing for different audiences	Unit 4.3 Spreadsheets
	Unit 4.1 Coding	Unit 4.8 Hardware Investigators		Unit 4.7 Effective Search		

		Unit 5.6 3D Modelling		Unit 5.4 Databases		
Year 5/6	Coding Programs – 2Code Please see attached breakdown of the Coding units that need to be followed.	Unit 6.2 Online Safety Programs - Various Unit 6.6 Networks	Unit 6.3 Spreadsheets Programs – 2Calculate	Unit 6.7 Quizzing Programs – 2Quiz, 2DIY, Text toolkit, 2Investigate	Unit 6.5 Text Adventures Programs – 2Code, 2Connect	Unit 6.4 Blogging Programs – 2Blog

Coding Breakdown

YEAR 3 & 4 - CYCLE A					
Using Flowcharts Unit 3.1, Lesson 1	Using Timers Unit 3.1, Lesson 2	'if' statements Unit 4.1, Lesson 2	Coordinates Unit 4.1, Lesson 3	Code, Test and Debug – Unit 3.1, Lesson 4	Design, Code, Test and Debug Unit 4.1, Lesson 1
YEAR 3 & 4 - CYCLE B					
Using Repeat Unit 3.1, Lesson 3	Repeat Until and 'if/else' Statements Unit 4.1, Lesson 4	Number Variables Unit 4.1, Lesson 5	Design and Make an Interactive scene Unit 3.1, Lesson 5-6		Making a Playable game – Unit 4.1, Lesson 6

Coding Breakdown

YEAR 5 & 6 - CYCLE A					
Coding Efficiently Unit 5.1, Lesson 1	Simulating a physical system Unit 5.1, Lesson 2	Friction and Functions Unit 5.1, Lesson 4	Introducing Strings Unit 5.1, Lesson 5	Text Variable and Concatenation Unit 5.1, Lesson 6	User Input Unit 6.1, Lesson 5
YEAR 5 & 6 - CYCLE B					
Designing and writing a more complex program Unit 6.1, Lessons 1 & 2		Decomposition and Abstraction Unit 5.1, Lesson 3	Using Functions Unit 6.1, Lesson 3	Flowcharts and control simulations Unit 6.1, Lesson 4	Text Adventure Unit 6.1, Lesson 6