Lister Primary School

NC Content Computing Coverage – Purple Mash

Predominant coverage of Computing (most units will include aspects of all strands) - Computer Science, Information Technology and Digital Literacy.

Specialist lessons using a range of apps and technology will be taught in the wider curriculum.

	Autumn 1	Autumn 2
Topic and leading question	**Paws, Claws and Whiskers** Why do tigers have sharp teeth?	**Superheroes** Why do people wear a poppy?
Computing	**Online Safety and Exploring Purple Mash** **Grouping and Sorting**	**Animated Story Books**
Key Objectives	To log in safely and understand why that is important. • To create an avatar and to understand what this is and how it is used. • To be able to create a picture and add their own name to it. • To start to understand the idea of 'ownership' of creative work. • To save work to the 'My Work' area and understand that this is private space. To sort items using a range of criteria. • To sort items on the computer using the 'Grouping' activities in Purple Mash.	To introduce e-books and the 2Create a Story tool. • To add animation to a story. • To add sound to a story, including voice recording and music the children have composed. • To work on a more complex story, including adding backgrounds and copying and pasting pages. • To share e-books on a seesaw.

Vocabulary	Alert, avatar, button, device, file name, icon, log in/out, menu, notifications, private, passwords, saving and search. Criteria, groups and sort	Animation, background, clipart, e-book, edit, font, sound, sound effect and text.
Programs Apps	Paint, 2Connect, 2Count, 2Explore 2Do It Yourself	2Create a Story
Extras	RM Maths , Active Learn, Class PC'S, Class iPads/tablets	RM Maths , Active Learn, Class PC'S, Class iPads/tablets

	Spring 1	**Spring 2**
Topic and leading question	**Memory Box** Why is Frank Hornby famous?	**Street Detectives** Why is Tuebrook called Tuebrook?
Computing	**Lego Builders**	**Pictograms** **Maze Explorers**

Key Objectives	To compare the effects of adhering strictly to instructions to completing tasks without complete instructions. • To follow and create simple instructions on the computer. • To consider how the order of instructions affects the result.	To understand that data can be represented in picture format. • To contribute to a class pictogram. • To use a pictogram to record the results of an experiment To understand the functionality of the direction keys. • To understand how to create and debug a set of instructions (algorithm). • To use the additional direction keys as part of an algorithm. • To understand how to change and extend the algorithm list. • To create a longer algorithm for an activity. • To set challenges for peers. • To access peer challenges set by the teacher as 2Dos
Vocabulary	Algorithm, code, computer, debugging, instructions, program	Collect data, compare, data, pictogram, record results and title Algorithm, challenge, command, direction, instruction, left and right, route, undo and unit
Programs Apps	Paint projects	2Connect and 2Count 2Go
Extras	RM Maths , Active Learn, Class PC'S, Class iPads/tablets	RM Maths , Active Learn, Class PC'S, Class iPads/tablets

	Summer 1	**Summer 2**
Topic and leading question	**Africa Oye!** Can you grow tangerines in Liverpool?	**Splendid Skies** Why are the Wright brothers famous?

Computing	Coding	Spreadsheets Technology outside school
Key Objectives	To understand what instructions are and predict what might happen when they are followed. • To use code to make a computer program. • To understand what object and actions are. • To understand what an event is. • To use an event to control an object. • To begin to understand how code executes when a program is run. • To understand what backgrounds and objects are. • To plan and make a computer program.	To know what a spreadsheet program looks like. • To locate 2Calculate in Purple Mash. • To enter data into spreadsheet cells. • To use 2Calculate image tools to add clipart to cells. • To use 2Calculate control tools: lock, move cell, speak and count. To walk around the local community and find examples of where technology is used. • To record examples of technology outside school
Vocabulary	Action, algorithm, background, code, coding, command, debug, debugging, event, execute, instruction, object, output, plan, programmer, properties and run.	Button, calculations, cell, clipart, column, count tool, data, delete, image, lock cell, move cell, row, speak tool, spreadsheets and value. Computer and technology
Programs Apps	2Dos, code chimp and tools	2Calculate 2Publish plus
Extras	RM Maths , Active Learn, Class PC'S, Class iPads/tablets	RM Maths , Active Learn, Class PC'S, Class iPads/tablets