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	**Our World** Why can't I have chocolate for breakfast?	**Fire, Fire!** Why are houses made from brick?
Computing	**Coding**	**Online Safety** **Spreadsheets**
Key Objectives	To understand what an algorithm is. • To create a computer program using an algorithm. • To create a program using a given design. • To understand the collision detection event. • To understand that algorithms follow a sequence. • To design an algorithm that follows a timed sequence. • To understand that different objects have different properties. • To understand what different events do in code. • To understand the function of buttons in a program. • To understand and debug simple programs.	To know how to refine searches using the Search tool. • To use digital technology to share work on Purple Mash to communicate and connect with others locally. • To have some knowledge and understanding about sharing more globally on the Internet. • To introduce Email as a communication tool using 2Respond simulations. • To understand how we should talk to others in an online situation. • To open and send simple online communications in the form of email. • To understand that information put online leaves a digital footprint or trail. • To identify the steps that can be taken to keep personal data and hardware secure.

Vocabulary	Action, algorithm, background, bug, button, click events, collision detection, command, de-bug, de-bugging, event, execute, implement, instructions, interaction, interval, object, output, properties and run.	Attachment, digital footprint, email, filter, internet, personal information, private information, search, secure and sharing. Block graph, cell, column, copy, count/speak tool, data, drag, equals, label, row, table and total.
Programs Apps	2Dos, Code Chimp and Tools	2Email and sharing 2Calculate
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	**At Home and Further Away** Why are the Beatles famous?	**Extreme Earth** Why are the poles so cold?
Computing	**Questioning** **Effective Searching**	**Creating Pictures**

Key Objectives	To learn about data handling tools that can give more information than pictograms. • To use yes/no questions to separate information. • To construct a binary tree to identify items. • To use 2Question (a binary tree database) to answer questions. • To use a database to answer more complex search questions. • To use the Search tool to find information To understand the terminology associated with searching. • To gain a better understanding of searching on the Internet. • To create a leaflet to help someone search for information on the Internet.	To learn the functions of the 2Paint a Picture tool. • To learn about and recreate the Impressionist style of art (Monet, Degas, Renoir). • To recreate Pointillist art and look at the work of pointillist artists such as Seurat. • To learn about the work of Piet Mondrian and recreate the style using the lines template. • To learn about the work of William Morris and recreate the style using the patterns template. • To explore surrealism and eCollage.
Vocabulary	Binary tree, data, database, field, pictogram, question, field, pictogram, question, record, search, sort. Digital footprint, domain, internet, network, search engine, web address, web page, world, wide, web and website.	Art, fill, impressionism, palette, pointillism and surrealism.
Programs Apps	Kiddle	2Paint a Picture
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	**Wonderful Woodland** Why are squirrels suited to a woodland?	**Changes** Why do frogs eat butterflies?
Computing	**Making Music**	**Presenting Ideas**

Key Objectives	To make music digitally using 2Sequence. • To explore, edit and combine sounds using 2Sequence. • To edit and refine composed music. • To think about how music can be used to express feelings and create tunes which depict feelings. • To upload a sound from a bank of sounds into the Sounds section. • To record and upload environmental sounds into Purple Mash. • To use these sounds to create tunes in 2Sequence.	To explore how a story can be presented in different ways. • To make a quiz about a story or class topic. • To make a fact file on a non-fiction topic. • To make a presentation.
Vocabulary	Beat, compose, note, tune, sound effect, soundtrack, speed, tempo, volume	E-book, fact file, fiction, mind map, node, non-fiction, presentation and quiz.
Programs Apps	2Sequence	2Create a story, 2Connect, 2Quiz and 2Publish.
Extras	RM Maths , Active Learn, Class PC'S, Class iPads/tablets	RM Maths , Active Learn, Class PC'S, Class iPads/tablets