



Purple Mash (Cycle A Y1,3,5)	Autumn Term	Spring Term	Summer Term
EYFS	<ul style="list-style-type: none"> -Mouse & Track pad skills -Keyboard skills -Drawing Skills-drawing pictures, deleting & selecting colour 	<ul style="list-style-type: none"> -Robots – describing, planning and creating routes with a floor robot -Photography –taking photos using an iPad 	<ul style="list-style-type: none"> -Talking about technology around us / Hardware -Safety & Privacy-understanding how to keep safe -Using Purple Mash Log-ins –review of all programs explored
Year 1 & 2	<ul style="list-style-type: none"> -Online safety & Exploring Purple Mash -Grouping & Sorting -Pictograms -Lego Builders –following & creating simple instructions 	<ul style="list-style-type: none"> -Maze Explorers –using directional keys (2Go) -Animated Story Books –sounds & animation (2Create) 	<ul style="list-style-type: none"> -Coding – create a simple program using code blocks -Spread sheets –understanding spread sheets (2Calculate) -Technology outside school
Year 3 & 4	<ul style="list-style-type: none"> -Coding –understand the use of a flowchart when coding, timed controls & repeated commands -Online Safety –understanding passwords, fact checking web sites -Spread sheets – creating data tables 	<ul style="list-style-type: none"> -Touch Typing – word processing skills (Microsoft Word) -Email – using email safely & effectively (2Connect) -Branching Databases –sorting objects according to a criteria 	<ul style="list-style-type: none"> -Simulations –exploring, analysing & evaluating simulations -Graphing –inputting data into a graph & solving investigations (2Graph) -Presenting – PowerPoint skills
Year 5 & 6	<ul style="list-style-type: none"> -Coding –creating a playable game -Online Safety – the importance of protecting/privacy, exploring responsibilities, support and reliability when online -Spread sheets – to use formulae within a spread sheet 	<ul style="list-style-type: none"> -Databases –searching & creating databases -Game Creator using 2DIY 3D tool to design own game -3D Modelling using 2Design & make tool to explore different viewpoints when designing a building 	<ul style="list-style-type: none"> -Concept Maps – creating stories -Word Processing –editing images, adding text & inserting tables -Using External Devices –introducing Purple Chip, writing programs using sound, motion & sensors