Units by Year Group – Mixed Age Classes

Theme Key:

Colour	Theme
Red	Coding and Computational thinking
Blue	Spreadsheets
Green	Internet and Email
Orange	Art and Design
Yellow	Music
Purple	Databases and graphing
Pink	Writing and Presenting
Grey	Communication and networks

In Year 1 and 2 coding, the lessons need to be taught in sequence as each lesson introduces skills that are consolidated and developed in the next lesson. Therefore, it is proposed to teach coding for 11 weeks in Cycle A and none in Cycle B. It is also beneficial for all children to recap unit 1.1 in both cycles as this introduces children new to the class with key skills needed to make the most of Purple Mash.

YEAR 1 & 2 – CYCLE A

Weeks: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33

- **Unit 1.1 Online Safety & Exploring Purple Mash** — Weeks – 4 — Programs – Various
- **Unit 2.5 Effective Searching** — Weeks – 3 — Programs – Browser
- **Unit 1.4 Lego Builders** — Weeks – 3 — Programs – 2DIY
- **Unit 1.9 Technology outside school** — Weeks – 2 — Programs – Various
- **Unit 1.2 Grouping & Sorting** — Weeks – 2 — Programs – 2DIY
- **Unit 2.6 Creating Pictures** — Weeks – 5 — Programs – 2PaintAPicture
- **Unit 1.8 Spreadsheets** — Weeks – 3 — Programs – 2Calculate
- **Unit 1.7 Coding** — Weeks – 6 — Programs – 2Code
- **Unit 2.1 Coding** — Weeks – 5 — Programs – 2Code

YEAR 1 & 2 – CYCLE B

Weeks: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34

- **Unit 1.1 Online Safety & Exploring Purple Mash** — Weeks – 4 — Programs – Various
- **Unit 1.5 Maze Explorers** — Weeks – 3 — Programs – 2Go
- **Unit 2.4 Questioning** — Weeks – 5 — Programs – 2Question, 2Investigate
- **Unit 2.2 Online Safety** — Weeks – 3 — Programs – Various
- **Unit 1.6 Animated Story Books** — Weeks – 5 — Programs – 2Create A Story
- **Unit 2.7 Making Music** — Weeks – 3 — Programs – 2Sequence
- **Unit 2.3 Spreadsheets** — Weeks – 4 — Programs – 2Calculate
- **Unit 1.3 Pictograms** — Weeks – 3 — Programs – 2Count
- **Unit 2.8 Presenting Ideas** — Weeks – 4 — Programs – Various

purple mash 2simple

Year 3 & 4 Cycle A

Week	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32

YEAR 3 & 4 CYCLE A

Coding (Weeks 1–6)
Number of Weeks – 6
Main Programs – 2Code
See table below for breakdown

Unit 3.2 Online safety (Weeks 7–9)
Weeks – 3
Programs – Various

Unit 3.3 Spreadsheets (Weeks 10–12)
Weeks – 3
Programs – 2Calculate

Unit 3.4 Touch Typing (Weeks 13–16)
Weeks – 4
Programs – 2Type

Unit 3.5 Email (including email safety) (Weeks 17–22)
Weeks – 6
Programs – 2Email, 2Connect, 2DIY

Unit 3.6 Branching Databases (Weeks 23–26)
Weeks – 4
Programs – 2Question

Unit 3.7 Simulations (Weeks 27–29)
Weeks – 3
Programs – 2Simulate, 2Publish

Unit 3.8 Graphing (Weeks 30–32)
Weeks – 3
Programs – 2Graph

Year 3 & 4 Cycle B

Week	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33

YEAR 3 & 4 CYCLE B

Coding (Weeks 1–6)
Number of Weeks – 6
Main Programs – 2Code
See table below for breakdown

Unit 4.2 Online safety (Weeks 7–10)
Weeks – 4
Programs – Various

Unit 4.3 Spreadsheets (Weeks 11–16)
Weeks – 6
Programs – 2Calculate

Unit 4.4 Writing for different audiences (Weeks 17–21)
Weeks – 5
Programs – 2Email, 2Connect, 2DIY

Unit 4.5 Logo (Weeks 22–25)
Weeks – 4
Programs – Logo

Unit 4.6 Animation (Weeks 26–28)
Weeks – 3
Programs – 2Animate

Unit 4.7 Effective Search (Weeks 29–31)
Weeks – 3
Programs – Browser

Unit 4.8 Hardware Investigators (Weeks 32–33)
Weeks – 2

*There is an optional unit 4.9 – Making Music that can be used in addition to the above units. It is a four week unit.

Coding Breakdown

YEAR 3 & 4 CYCLE A	Review previous coding – Year 3, Lesson 1	Simulating a physical system – Year 3, Lesson 2	Making a timer – Year 4, Lesson 4	Debugging – Year 3, Lesson 6	Making a control simulation – Year 4, Lesson 5	Decomposition and Abstraction – Year 4, Lesson 6
YEAR 3 & 4 CYCLE B	Review previous coding, Y4, lesson 1	Introducing 'if' statements – Year 3, Lesson 3	'if/else' statements – Year 4, Lesson 2	Repetition – Year 3, Lesson 5	Repeat until - Year 4, Lesson 3	Variables – Year 3, Lesson 4

Week	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31

YEAR 5 & 6 CYCLE A*

Unit 5.1 Coding	Unit 5.2 Online safety	Unit 5.3 Spreadsheets	Unit 5.4 Databases	Unit 5.5 Game Creator	Unit 5.6 3D Modelling	Unit 5.7 Concept Maps
Number of Weeks – 6 Main Programs – 2Code	Weeks – 3 Programs - Various	Weeks – 5 Programs – 2Calculate	Weeks – 4 Programs – 2Question, 2Investigate	Weeks – 5 Programs – 2DIY 3D	Weeks – 4 Programs – 2Design and Make	Weeks – 4 Programs – 2Connect

Week	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32

YEAR 5 & 6 CYCLE B*

Unit 6.1 Coding	Unit 6.2 Online safety	Unit 6.3 Spreadsheets	Unit 6.4 Blogging	Unit 6.5 Text Adventures	Unit 6.6 Networks	Unit 6.7 Quizzing
Number of Weeks – 6 Main Programs – 2Code	Weeks – 3 Programs - Various	Weeks – 5 Programs – 2Calculate	Weeks – 5 Programs – 2Blog	Weeks – 5 Programs – 2Code, 2Connect	Weeks – 3	Weeks – 6 Programs – 2Quiz, 2DIY, Text Toolkit, 2Investigate

* There is an optional unit 6.8 – Understanding Binary that can be used in addition to the above units. It is a four week unit.

Coding Breakdown

YEAR 5 & 6 CYCLE A	Review Previous coding – Year 5 Lesson 1	Simulating a physical system – Year 5 Lesson 2	Creating a game with a score and timer – Year 5 Lessons 4 and 5		The Launch Command – Year 5 Lesson 6	Using User Input – Year 6, Lesson 4
YEAR 5 & 6 CYCLE B	Designing and writing a more complex program – Year 6 Lessons 1 and 2		Introducing text variables – Year 5 Lesson 3	Introducing Functions – Year 6 Lesson 3	Flowcharts and control simulations – Year 6, Lesson 5	Text Adventure – Year 6 Lesson 6