		Com	puting Overview -	Purple Mash		
	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	Digital Resilience (objectives taken from Education in the Connected World framework)					
Year 1	1.1 Online Safety and Exploring Purple Mash (4 Weeks) 1.2 Grouping and Sorting (2 weeks)	1.3 Pictograms (3 weeks) 1.4 Lego Builders (3 weeks)	1.5 Maze Explorers (3 weeks)	1.6 Animated Stories (5 weeks)	1.7 Coding (6 weeks)	1.8 Spreadsheets (3 weeks) 1.9 Technology Outside of School (2 weeks)
Year 2	2.1 Coding (5 weeks)	2.2 Online Safety (3 weeks) 2.3 Spreadsheets (4 weeks)	2.4 Questioning (5 weeks)	2.5 Effective Searching (3 weeks)	2.6 Creating Pictures (5 weeks)	2.8 Presenting Ideas (4 weeks)
Year 3	3.1 Coding (6 weeks)	3.2 Online Safety (3 weeks) 3.3 Spreadsheets (3 weeks)	3.4 Typing (4 weeks)	3.5 Email (6 weeks)	3.6 Branching Databases (4 weeks)	3.7 Simulations (3 weeks) 3.8 Graphing (3 weeks)
Year 4	4.1 Coding (6 weeks)	4.2 Online Safety (4 weeks)	4.3 Spreadsheets (6 weeks)	4.4 Writing for Different Audiences (5 weeks)	4.5 Logo (4 weeks) 4.6 Animation (3 weeks)	4.7 Effective Searching (3 weeks) 4.8 Hardware Investigators (2 weeks)
Year 5	5.1 Coding (6 weeks)	5.2 Online Safety (3 weeks)	5.3 Spreadsheets (6 weeks)	5.4 Databases (4 weeks)	5.5 Game Creator (5 weeks)	5.6 3D Modelling (4 weeks) 5.7 Concept Maps (4 weeks)
Year 6	6.1 Coding (6 weeks)	<ul> <li>6.2 Online Safety (2 weeks)</li> <li>6.3 Spreadsheets (5 weeks)</li> </ul>	6.4 Blogging (5 weeks)	6.5 Text Adventures (5 weeks)	6.6 Networks (3 weeks)	6.7 Quizzing (6weeks) 6.8 Understanding Binary

Computer Science: How computers and networks work. Computer Science gives all children the opportunity to learn basic computer programming (coding).

Information Technology: The use of computers for functional purposes, such as collecting and presenting information or using search technology

Digital Literacy: The safe and responsible use of technology, including recognising its advantages for collaboration or communication.