

# Units by Year Group – Mixed Age Classes

## Theme Key:

 Coding and Computational thinking	 Spreadsheets	 Internet and Email	 Art and Design	 Music	 Databases and graphing	 Writing and Presenting	 Communication and networks
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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.

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 1 & 2 – CYCLE A	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								

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	34
YEAR 1 & 2 – CYCLE B	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									

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						Unit 3.2 Online safety			Unit 3.3 Spreadsheets			Unit 3.4 Touch Typing				Unit 3.5 Email (including email safety)					Unit 3.6 Branching Databases			Unit 3.7 Simulations		Unit 3.8 Graphing						
	Number of Weeks – 6						Weeks – 3			Weeks – 3			Weeks – 4				Weeks – 6					Weeks – 4			Weeks – 3		Weeks – 3						
	Main Programs – 2Code						Programs – Various			Programs – 2Calculate			Programs – 2Type				Programs – 2Email, 2Connect, 2DIY					Programs – 2Question			Programs – 2Simulate, 2Publish		Programs – 2Graph						
	See table below for breakdown																																
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						Unit 4.2 Online safety			Unit 4.3 Spreadsheets						Unit 4.4 Writing for different audiences				Unit 4.5 Logo		Unit 4.6 Animation		Unit 4.7 Effective Search		Unit 4.8 Hardware Investigators							
	Number of Weeks – 6						Weeks – 4			Weeks – 6						Weeks – 5				Weeks – 4		Weeks – 3		Weeks – 3		Weeks – 2							
	Main Programs – 2Code						Programs – Various			Programs – 2Calculate						Programs – 2Email, 2Connect, 2DIY				Programs – Logo		Programs – 2Animate		Programs – Browser									
	See table below for breakdown																							Programs –									

\* 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						Weeks – 3			Weeks – 5					Weeks – 4				Weeks – 5				Weeks – 4			Weeks – 4						
Main Programs – 2Code						Programs - Various			Programs – 2Calculate					Programs – 2Question, 2Investigate				Programs – 2DIY 3D				Programs – 2Design and Make			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						Weeks – 3			Weeks – 5					Weeks – 5				Weeks – 5				Weeks – 3			Weeks – 6						
Main Programs – 2Code						Programs - Various			Programs – 2Calculate					Programs – 2Blog				Programs – 2Code, 2Connect				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