The Dassett C of E Primary School Computing Curriculum Plan

Our curriculum uses the mixed-age scheme suggested by Purple Mash.

E-safety follows the Purple Mash 2BeSafe scheme. As advised, we group by e-safety strand and teach both years content within a cycle (e.g. we teach the year 1 and year 2 content of Self-image and Identity within Cycle A) which works with our mixed-age class structure. These short, engaging sessions are delivered throughout the year.

Self-image and Identity, Online Relationships, Copyright and Ownership and Managing online information units will be in Cycle A. Cycle B will cover online bullying, privacy and security, online reputation and health, wellbeing and lifestyle.

E-safety is also covered in our Jigsaw PSHE scheme and we teach reactively – we can add sessions/assemblies on specific topics if they have arisen as a concern and we can use opportunities as they arise to discuss e-safety in all areas of the curriculum (e.g. reliable information when researching online or discussing the pros and cons of use of AI).

Frequent communication with parents and carers through our newsletter and SeeSaw also supports conversations at home on a wide range of online safety topics. We also take part in Safer Internet Day.

Year 1/2	Autumn	Spring	Summer
Cycle A	**Online Safety** Self-image and Identity Online Relationships (Part 1)	**Online Safety** Online Relationships (Part 2) Copyright and Ownership	**Online Safety** Managing Online Information
	Introduction to Purple Mash – logging in and out. Opening and using 2Dos and saving work. **Creative Computing –** digital art. Mouse skills. Creating jigsaws and a drag and drop game. **Creating Pictures –** digital art. Using templates. Compiling online art portfolios. Digital effects.	**Spreadsheets –** cells and columns, inseting images, totalling tools and creating graphs. **Animated Stories –** Producing digital books. Creating digital art and text. Animation and sound.	**Coding –** block coding: objects, actions and events. Planning and designing programs. Algorithms, sequencing, interactions between objects, times and debugging.
Cycle B	**Online Safety** Online Bullying Privacy and Security	**Online Safety** Online Reputation	**Online Safety** Health, Wellbeing and Lifestyle
	Introduction to Purple Mash - logging in and out. Opening and using 2Dos and saving work. **Route Explorers –** coding using 2GO. Commands and algorithms. **The Internet** – WWW, browsers and websites. Connecting to the internet.	**Data Explorers –** grouping and sorting. Organising and interpreting data. Pictorial data. **Questioning –** collecting and presenting data. Tallies and branching databases.	**Making Beats –** digital music **Creating and Following Instructions** – simple algorithms. **Presenting Ideas** – mind maps. **Technology Around Us** – defining technology and technology in the local environment and wider world.

Year 3/4	Autumn	Spring	Summer
Cycle A	**Online Safety** Self-image and Identity Online Relationships (Part 1)	**Online Safety** Online Relationships (Part 2) Copyright and Ownership	**Online Safety** Managing Online Information
	Email – composing and replying. Opening and sending attachments. Email safety. **Unpacking Hardware and Software –** types of technology, systems working together, hardware identification and understanding what software is. **Route Planners** – Screen turtles: algorithms, commands using rotation, planning routes and using repetition.	**Effective Searching –** search engines, search rankings, reliable searching, search algorithms. **Coding** – Flowcharts, timers, if statements, coordinates, designing, coding, testing and debugging.	**Presentations** – media, animation and timings. Designing a presentation. **Spreadsheets** – creating graphs, cell addresses, formula bar, combining functions to analyse data.
Cycle B	**Online Safety** Online Bullying Privacy and Security	**Online Safety** Online Reputation	**Online Safety** Health, Wellbeing and Lifestyle
	Animation – types of animation, onion skinning, storyboarding. **Logo** – logo commands, sequencing, repetition and procedures. **Branching Databases** – binary questions, branching databases (creating and testing)	**Sound Stories** – creating audio books. Recording, sound effects and post-production editing. **Coding** – Repeat, repeat unit, if/else statements, number variables, creating an interactive scene and making a playable game.	**Making Music** – Composing music digitally. Pulse, rhythm, tempo, pitch and texture. Composing a melody. **Touch Typing** – keyboard locations, finger positioning, accuracy and speed. **Introduction to AI** - how AI works, positive and negative impacts and AI in the future.

Year 5/6	Autumn	Spring	Summer
Cycle A	**Online Safety** Self-image and Identity Online Relationships (Part 1)	**Online Safety** Online Relationships (Part 2) Copyright and Ownership	**Online Safety** Managing Online Information
	Quizzing – creating a quiz, appropriate question types, using feedback, testing and editing. **Game Creator** – 3D maze adventure game. Features of a good game, sprites, evaluating. **Graphing** – Creating different graph types, using multiple datasets, exporting and importing files.	**Spreadsheets –** calculations, using formulae, presenting data, solving real life problems **Coding** – efficient coding, simulating a physical system, functions, strings, text variable and concatenation, user input	**Word Processing** – creating documents, images, entering and editing text, tables and templates **3D Modelling** – computer aided design. 3D object viewpoints, adding and editing points, designing for a purpose.
Cycle B	**Online Safety** Online Bullying Privacy and Security	**Online Safety** Online Reputation	**Online Safety** Health, Wellbeing and Lifestyle
	Networks – Examples of networks, types, internet services and positive and negative uses of networks. **Databases** – table-based databases. Records and fields, collaborative databases, searching databases and analysing data. **Blogging** – planning a blog, writing, editing and publishing, blog moderation and reviewing and commenting on blogs.	**Concept Maps –** creating concept maps, presenting from a concept map and collaborative concept maps. **Coding –** designing and writing more complex programs. Decomposition and abstraction, functions, flowcharts, control simulations and text adventures.	**Introduction to Python –** introduction to text-based programming. Different datatypes and coding repetition. **Spreadsheets** – using formulae, measurement conversions, numerical investigations, computational models. **Data Detectives –** filtering and sorting data, grouping data and linking tables.