Packmoor Ormiston Academy Computing Curriculum Map Years 1-6

KS1 and KS2 follow Computing learning from the Purple Mash scheme of work. These are discreet lessons that build on prior learning and skills. All work that a child completes using their unique login can be saved, accessed and assessed by their teachers. Lessons are structured in a way that provide extra support for those that need it, and extra challenges for those children who are more secure in their Computing learning. In this document, you will find the units of work that will be covered. Please see the individual key stage's curriculum maps of all subjects to see the placement of each unit within the academic year. Additionally, you will find information about online safety learning, which does not follow the Purple Mash scheme of work.

Year 1

	Unit 1.2	Unit 1.3	Unit 1.4	Unit 1.5	Unit 1.6	Unit 1.7	Unit 1.8	Unit 1.9
	Grouping & Sorting	Pictograms	Lego Builders	Maze Explorers	Animated Story Books	Coding	Spreadsheets	Technology outside school
Number of lessons	2	3	3	3	5	6	3	2
Main tool		2Count		2Go	2Create A Story	2Code	2Calculate	

Year 2

	Unit 2.1	Unit 2.3	Unit 2.4	Unit 2.5	Unit 2.6	Unit 2.7	Unit 2.8
	Coding	Spreadsheets	Questioning	Effective Searching	Creating Pictures	Making Music	Presenting Ideas
Number of lessons	6	4	5	3	5	3	4
Main tool	2Code	2Calculate	2Question 2Investigate		2Paint A Picture	2Sequence	

Year 3

	Unit 3.1	Unit 3.3	Unit 3.4	Unit 3.5	Unit 3.6	Unit 3.7	Unit 3.8	Unit 3.9
	Coding	Spreadsheets	Touch Typing	Email (inc. email safety)	Branching Databases	Simulations	Graphing	Presenting
Number of lessons	6	3 4 lessons for Crash Course	4	6	4	3	2	5\6*
Main tool	2Code	2Calculate	2Type	2Email	2Question	2Simulate	2Graph	PowerPoint or Google Slides

*Platform dependent

Year 4

	Unit 4.1	Unit 4.3	Unit 4.4	Unit 4.5	Unit 4.6	Unit 4.7	Unit 4.8	Unit 4.9	Unit 4.10
	Coding	Spreadsh eets	Writing for	Logo	Animation	Effective Searching	Hardware Investigat	Making Music	(Optional Unit)
			Different Audiences				ors		Introducing Al
Number of lessons	6	6	5	4	3	3	2	4	4
Main tool	2Code	2Calculate		2Logo	2Animate			Busy Beats	

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Year 5

	Unit 5.1	Unit 5.3	Unit 5.4	Unit 5.5	Unit 5.6	Unit 5.7	Unit 5.8	Unit 5.9
	Coding	Spreadsheets	Databases	Game Creator	3D Modelling	Concept Maps	Word Processing	External Devices
Number of lessons	6	6	4	5	4	4	8	6
Main tool	2Code	2Calculate	2Investigate	2DIY 3D	2Design & Make	2Connect	MS Word or Google Docs	2Code Purple Chip

Year 6

	Unit 6.1	Unit 6.3	Unit 6.4	Unit 6.5	Unit 6.6	Unit 6.7	Unit 6.8	6.9
	Coding	Spreadsheets	Blogging	Text Adventures	Networks	Quizzing	Understanding Binary	Spreadsheets
Number of lessons	6	5	4	5	3	6	4	8
Main tool	2Code	2Calculate	2Blog			2Quiz		Excel or Google Sheets

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Online Safety

Along side PSHE, Online Safety is taught as a weekly, discreet lesson throughout Summer Term 1. These lessons are tailored for each Year group (1-6) and have been cross referenced against the Education for a Connected World framework.

	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Summer 1 Online Safety	 Owning Your Creative Work -To create, name and date my digital creative work. Safe Image Searching - To safely search for images online. Staying SMART Online - To understand how to communicate safely online. My Personal Information - To understand what personal infor- mation I need to keep safe. What Is Email? - To ex- plore how to use email to safely com- municate. Keeping Zibb Safe Online - To apply my online safety knowledge to help others make good choices online. 	 Digital Footprints - To understand that the information I put online leaves a digi- tal footprint. Keywords - To use key- words in an online search to find out about a topic. You Be the Judge - To recognise whether a website is appropri- ate for children. Rate and Review - To rate and review in- formative websites. Being Kind Online - To be able to identify kind and unkind behav- iour online. Cyber Snakes and Lad- ders - To apply our knowledge of safe and sensible online activities to different situations. 	 What Is Cyberbullying? - To know what cyber- bullying is and how to address it. To Buy or Not to Buy? - To understand how websites use adver- tisements to pro- mote products. Keep It to Yourself! - To create strong pass- words and under- stand privacy settings. Emailing - To safely send and receive emails. Online Communication - To explore different ways children can communicate online. Party Planners - To use knowledge about online safety to plan a party online. 	 Cyberbullying – I can identify how a mes- sage can hurt someone's feelings. I can say how I should respond to a hurtful message online. Super Searchers - I can use a search engine accurately. Copycats! - I understand the term 'plagiarism' and how to avoid it. Too Much Information? - To create a safe online profile. The Online Community - To explain how to be a responsible digital citizen. Cyber Superheroes - To create an online safety superhero character. 	 Spam! - To identify spam emails and what to do with them. Sites to Cite - To write citations for the websites I use for research. Powerful Passwords - To create strong pass- words. False Photography - To recognise when, why and how photo- graphs we see online may have been edit- ed. Online Safety Story Plan- ning - To apply online safety rules to real-life scenarios. Online Safety Comics - To apply online safety rules to real-life sce- narios. 	 Cyberbullying - can find similarities and differences between in person and cyber- bullying. • I can iden tify good strategies to deal with cyber- bullying. Secure Websites - I can identify secure web- sites by identifying privacy seals of ap- proval. People Online - I under- stand the benefits and pitfalls of online relationships. • I can identify information that I should never share. Girls and Boys Online - I can identify how the media play a power- ful role in shaping ideas about girls and boys. SMARTbots - I can apply my online safety knowledge to my online activities. Online Safety: Let's Get Quizzical! - I can use my knowledge of online safety to cre- ate a multiple choice quiz.