



# **DigiTech Scheme of Work - Overview**

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# Introduction

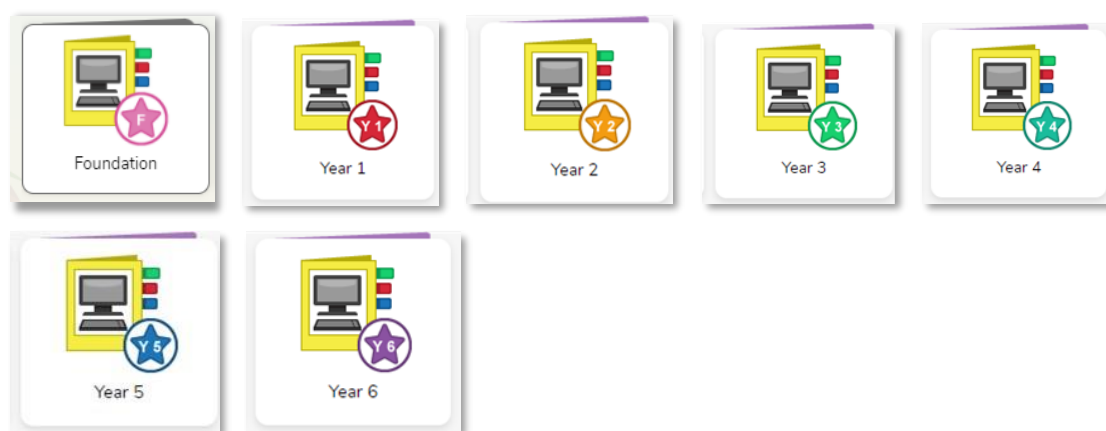
This document contains an overview of the units included in the Purple Mash DigiTech Scheme of Work for all year groups.

The scheme for Early Years (Foundation) shows opportunities for using Mini Mash or Purple Mash as part of the Early Years classroom to support children in working towards early learning goals.'

Individual year group overview documents for Years 1-6, detail the unit lessons for that year group and are aligned to the Australian and Victoria curricula and fits well with digital technology strands of the NSW Science & Technology Syllabus achieving excellence in teaching and learning of digital technologies.

Year group pages also contain assessment documents for these units.

These can be found by clicking the following links or from the Purple Mash DigiTech Scheme of Work page.



The Purple Mash tools used within each unit are detailed in the [Tools section](#) below.

To make the best use of the scheme, children need to be logged onto Purple Mash with their own individual usernames and passwords, using 2Dos to complete work so their work will be saved in their own folders automatically and can be easily reviewed and assessed by the class teacher. If children have not used and logged onto Purple Mash before, then they will need to spend some time before starting these lessons, learning how to do this. Children can be supported by having their printed logon cards (produced using [Create and Manage Users](#)) to hand.

Lesson plans also make use of the facility within Purple Mash to set activities for Students which they can then complete and hand-in online (2Dos). This enables you to assess their work easily as well as distribute resources to all Students. If children have not opened 2Dos before then they will need more detailed instructions about how to do this. A teacher's guide to 2Dos can be found in the teacher's section: [2Dos Guide](#).

To force links within this document to open in a new tab, right-click on the link then select 'Open link in new tab'.

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# Adapting and Refining the Scheme for your School

In an ideal world, students would be able to complete all units; this provides a wide range of different technological experiences using a variety of tools. The overlaps between units serve to deepen understanding of computational concepts and provide opportunities for students to apply and extend understanding and make links in their knowledge and capabilities.

However, as a school, you might decide that you need to refine the scheme for your own purposes and needs, meaning that not all units can be covered. This section aims to help you to do this whilst still being confident in curriculum coverage, looking for opportunities to incorporate the computational skills into other subjects. Resources could be adapted or created to match your topics. Here are some suggestions:

Units that link to the maths curriculum:

- 1.2: Grouping and Sorting
- 1.3 Pictograms
- 2.4 Questioning
- 3.6 Branching Databases
- 3.8 Graphing
- 5.4 Databases
- 6.9 Spreadsheets
- All years: Spreadsheet units

Units that could be part of English lessons:

- 3.7: Simulations
- 4.4 Writing for Different Audiences
- 5.8 Word Processing

Units that could easily be topic linked; resources will need to be adapted to have a topic theme:

Any of the data handling units suggested in the maths section.

- 1.6 Animated stories
- 2.6 Creating Pictures
- 2.8 Presenting Ideas
- 3.9 Presenting
- 4.6 Animation
- 5.5 Game Creator
- 5.7 Concept maps
- 6.7 Quizzing

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For lessons taught more discretely as DigiTech such as Email (3.5) and Blogging (6.4), topic themes could still be used to double-up on objectives covered.

Online safety units can be part of Health and Physical Education, Digital Technologies, English and The Arts – Media Arts lessons, as detailed in the [Australian Curriculum – Online Safety](#).

Music topics could be incorporated into music lessons with a modelling of musical skills on both instruments and using the computer:

- 2.7 Making Music
- 4.9 Making Music

Typing could be covered during a regular 10-minute morning session over a term rather than during dedicated DigiTech lessons (unit 3.4).

We have a stand-alone spreadsheet unit for Y6, this does not rely upon having completed the other spreadsheet units so might be another way to familiarise students with spreadsheets without including a spreadsheet unit in each year groups. In this case, we would advise including the use of spreadsheets and other data programs within maths where there is a curricular link.

## Crash Courses

For Years 2 to 5\* there are crash course units for Spreadsheets using 2Calculate

For Years 2 to 6 there are crash course units for Coding using 2Code.

Use these units instead of the standard Spreadsheets and Coding units if the children have not completed the prior year's spreadsheets or coding units. The crash courses are designed to enable children to catch up with the main features of the units from previous years and progress onto the standard units in the next year.

For example, if you are a school that starts in Year 3 with children joining from different settings who have not used the Purple Mash DigiTech Scheme, you would start with the crash courses in Year 3 for Coding and Spreadsheets and then children will be ready for the standard units for coding and spreadsheets in Year 4.

Use these units if your school has just started using the scheme so children have not completed the prior year units.

\*There is no crash course for the use of 2Calculate in Year 6 because there is a Spreadsheets unit of work that uses Microsoft Excel or Google Sheets that assumes no prior knowledge and can be used instead of 2Calculate. If you wish to use 2Calculate, we advise using the Year 5 crash course unit.

# All Unit Summary

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

## Foundation

	Unit F.1 Online Safety & Exploring Mini Mash	Unit F.2 Grouping & Sorting	Unit F.3 Pictograms	Unit F.4 Digital Systems
Number of lessons	3	2	3	3
Main tool		Simple City	2Count	Simple City

## Year 1

	Unit 1.1 Online Safety & Exploring Purple Mash	Unit 1.2 Grouping & Sorting	Unit 1.3 Pictograms	Unit 1.4 Lego Builders	Unit 1.5 Maze Explorers	Unit 1.6 Animated Story Books	Unit 1.7 Coding	Unit 1.8 Spreadsheets	Unit 1.9 Technology outside school
Number of lessons	4	2	3	3	3	5	6	3	2
Main tool			2Count		2Go	2Create A Story	2Code	2Calculate	

## Year 2

	Unit 2.1 Coding	Unit 2.2 Online Safety	Unit 2.3 Spreadsheets	Unit 2.4 Questioning	Unit 2.5 Effective Searching	Unit 2.6 Creating Pictures	Unit 2.7 Making Music	Unit 2.8 Presenting Ideas
Number of lessons	5	3	4	5	3	5	3	4
Main tool	2Code		2Calculate	2Question 2Investigate		2Paint A Picture	2Sequence	

## Year 3

	Unit 3.1 Coding	Unit 3.2 Online safety	Unit 3.3 Spreadsheets	Unit 3.4 Touch Typing	Unit 3.5 Email (inc. email safety)	Unit 3.6 Branching Databases	Unit 3.7 Simulations	Unit 3.8 Graphing	Unit 3.9 Presenting
Number of lessons	6	3	3 4 lessons for Crash Course	4	6	4	3	3	5/6*
Main tool	2Code		2Calculate	2Type	2Email	2Question	2Simulate	2Graph	PowerPoint or Google Slides

\*Platform dependent

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## Purple Mash DigiTech Scheme of Work – List of all units

### Year 4

Theme Key:															
<div></div>	Coding and Computational thinking	<div></div>	Spreadsheets	<div></div>	Internet and Email	<div></div>	Art and Design	<div></div>	Music	<div></div>	Databases and graphing	<div></div>	Writing and Presenting	<div></div>	Communication and networks

	Unit 4.1	Unit 4.2	Unit 4.3	Unit 4.4	Unit 4.5	Unit 4.6	Unit 4.7	Unit 4.8	Unit 4.9
	Coding	Online Safety	Spreadsheets	Writing for Different Audiences	Logo	Animation	Effective Searching	Hardware Investigators	Making Music
Number of lessons	6	4	6	5	4	3	3	2	4
Main tool	2Code		2Calculate		2Logo	2Animate			Busy Beats

### Year 5

	Unit 5.1	Unit 5.2	Unit 5.3	Unit 5.4	Unit 5.5	Unit 5.6	Unit 5.7	Unit 5.8	Unit 5.9
	Coding	Online Safety	Spreadsheets	Databases	Game Creator	3D Modelling	Concept Maps	Sustainable Digital Solutions	Word Processing
Number of lessons	6	3	6	4	5	4	4	4	8
Main tool	2Code		2Calculate	2Investigate	2DIY 3D	2Design & Make	2Connect	2Connect	MS Word or Google Docs

### Year 6

	Unit 6.1	Unit 6.2	Unit 6.3	Unit 6.4	Unit 6.5	Unit 6.6	Unit 6.7	Unit 6.8	6.9
	Coding	Online Safety	Spreadsheets	Blogging	Text Adventures	Networks	Quizzing	Understanding Binary	Spreadsheets
Number of lessons	6	2	5	4	5	3	6	4	8
Main tool	2Code		2Calculate	2Blog			2Quiz		Excel or Google Sheets

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# Units by Year Group – Single Age Classes

## Year 1

It is recommended that you teach Unit 1.1 first as it introduces Purple Mash.

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

<b>Unit 1.1</b> <b>Online Safety &amp; Exploring Purple Mash</b>  <b>Number of lessons – 4</b>  <b>Programs – Various</b>	<b>Unit 1.2</b> <b>Grouping &amp; Sorting</b>  <b>Number of lessons – 2</b>  <b>Programs – 2DIY</b>	<b>Unit 1.3</b> <b>Pictograms</b>  <b>Number of lessons – 3</b>  <b>Programs – 2Count</b>
<b>Unit 1.4</b> <b>Lego Builders</b>  <b>Number of lessons – 3</b>  <b>Programs – 2DIY</b>	<b>Unit 1.5</b> <b>Maze Explorers</b>  <b>Number of lessons – 3</b>  <b>Programs – 2Go</b>	<b>Unit 1.6</b> <b>Animated Story Books</b>  <b>Number of lessons – 5</b>  <b>Programs – 2Create A Story</b>
<b>Unit 1.7</b> <b>Coding</b>  <b>Number of lessons – 6</b>  <b>Programs – 2Code</b>	<b>Unit 1.8</b> <b>Spreadsheets</b>  <b>Number of lessons – 3</b>  <b>Programs – 2Calculate</b>	<b>Unit 1.9</b> <b>Technology outside school</b>  <b>Number of lessons – 2</b>  <b>Programs – Various</b>

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## Year 2

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

<b>Unit 2.1</b> <b>Coding</b>  <b>Number of lessons – 5</b>  <b>Programs – 2Code</b>	<b>Unit 2.2</b> <b>Online Safety</b>  <b>Number of lessons – 3</b>  <b>Programs – Various</b>	<b>Unit 2.3</b> <b>Spreadsheets</b>  <b>Number of lessons – 4</b>  <b>Programs – 2Calculate</b>
<b>Unit 2.4</b> <b>Questioning</b>  <b>Number of lessons – 5</b>  <b>Programs – 2Question, 2Investigate</b>	<b>Unit 2.5</b> <b>Effective Searching</b>  <b>Number of lessons – 3</b>  <b>Programs – Browser</b>	<b>Unit 2.6</b> <b>Creating Pictures</b>  <b>Number of lessons – 5</b>  <b>Programs – 2PaintAPicture</b>
<b>Unit 2.7</b> <b>Making Music</b>  <b>Number of lessons – 3</b>  <b>Programs – 2Sequence</b>	<b>Unit 2.8</b> <b>Presenting Ideas</b>  <b>Number of lessons – 4</b>  <b>Programs – Various</b>	

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## Year 3

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

<b>Unit 3.1</b> <b>Coding</b>  <b>Number of lessons – 6</b>  <b>Main Programs – 2Code</b>	<b>Unit 3.2</b> <b>Online safety</b>  <b>Number of lessons – 3</b>  <b>Programs – Various</b>	<b>Unit 3.3</b> <b>Spreadsheets</b>  <b>Number of lessons – 3*</b>  <b>Programs – 2Calculate</b>
<b>Unit 3.4</b> <b>Touch Typing</b>  <b>Number of lessons – 4</b>  <b>Programs – 2Type</b>	<b>Unit 3.5</b> <b>Email (including email safety)</b>  <b>Number of lessons – 6</b>  <b>Programs – 2Email, 2Connect, 2DIY</b>	<b>Unit 3.6</b> <b>Branching Databases</b>  <b>Number of lessons – 4</b>  <b>Programs – 2Question</b>
<b>Unit 3.7</b> <b>Simulations</b>  <b>Number of lessons – 3</b>  <b>Programs – 2Simulate, 2Publish</b>	<b>Unit 3.8</b> <b>Graphing</b>  <b>Number of lessons – 3</b>  <b>Programs – 2Graph</b>	<b>Unit 3.9</b> <b>Presenting (with Microsoft PowerPoint or Google Slides)</b> (Optional Unit) <b>Number of Lessons – 5 or 6 (version dependent)</b> <b>Main Program – MS PowerPoint or Google Slides</b>

\*The Spreadsheets Crash-Course has 4 lessons

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## Year 4

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

<b>Unit 4.1</b> <b>Coding</b>  <b>Number of lessons – 6</b>  <b>Main Programs – 2Code</b>	<b>Unit 4.2</b> <b>Online safety</b>  <b>Number of lessons – 4</b>  <b>Programs – Various</b>	<b>Unit 4.3</b> <b>Spreadsheets</b>  <b>Number of lessons – 6</b>  <b>Programs – 2Calculate</b>
<b>Unit 4.4</b> <b>Writing for different audiences</b>  <b>Number of lessons – 5</b>  <b>Programs – 2Email, 2Connect, 2DIY</b>	<b>Unit 4.5</b> <b>Logo</b>  <b>Number of lessons – 4</b>  <b>Programs – Logo</b>	<b>Unit 4.6</b> <b>Animation</b>  <b>Number of lessons – 3</b>  <b>Programs – 2Animate</b>
<b>Unit 4.7</b> <b>Effective Search</b>  <b>Number of lessons – 3</b>  <b>Programs – Browser</b>	<b>Unit 4.8</b> <b>Hardware Investigators</b>  <b>Number of lessons – 2</b>	<b>Unit 4.9</b> <b>Making Music</b>  <b>Number of Lessons – 4</b> (Optional Unit) <b>Main Program – Busy Beats</b>

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## Year 5








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

<p><b>Unit 5.1</b> <b>Coding</b></p> <p>Number of lessons – 6</p> <p>Main Programs – 2Code</p>	<p><b>Unit 5.2</b> <b>Online safety</b></p> <p>Number of lessons – 3</p> <p>Programs - Various</p>	<p><b>Unit 5.3</b> <b>Spreadsheets</b></p> <p>Number of lessons – 6</p> <p>Programs – 2Calculate</p>
<p><b>Unit 5.4</b> <b>Databases</b></p> <p>Number of lessons – 4</p> <p>Programs – 2Question, 2Investigate</p>	<p><b>Unit 5.5</b> <b>Game Creator</b></p> <p>Number of lessons – 5</p> <p>Programs – 2DIY 3D</p>	<p><b>Unit 5.6</b> <b>3D Modelling</b></p> <p>Number of lessons – 4</p> <p>Programs – 2Design and Make</p>
<p><b>Unit 5.7</b> <b>Concept Maps</b></p> <p>Number of lessons – 4</p> <p>Programs – 2Connect</p>	<p><b>Unit 5.8</b> <b>Sustainable Digital Solutions</b></p> <p>Number of Lessons – 4</p> <p>Main program – 2Connect, 2Publish Plus</p>	<p><b>Unit 5.9</b> <b>Word processing (with Microsoft Word or Google Docs) (Optional Unit)</b></p> <p>Number of Lessons – 8</p> <p>Main program – MS Word or Google Docs</p>

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## Year 6

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

<p><b>Unit 6.1</b> <b>Coding</b></p> <p>Number of lessons – 6</p> <p>Main Programs – 2Code</p>	<p><b>Unit 6.2</b> <b>Online safety</b></p> <p>Number of lessons – 2</p> <p>Programs - Various</p>	<p><b>Unit 6.3</b> <b>Spreadsheets</b></p> <p>Number of lessons – 5</p> <p>Programs – 2Calculate</p>
<p><b>Unit 6.4</b> <b>Blogging</b></p> <p>Number of lessons – 4</p> <p>Programs – 2Blog</p>	<p><b>Unit 6.5</b> <b>Text Adventures</b></p> <p>Number of lessons – 5</p> <p>Programs – 2Code, 2Connect</p>	<p><b>Unit 6.6</b> <b>Networks</b></p> <p>Number of lessons – 3</p>
<p><b>Unit 6.7</b> <b>Quizzing</b></p> <p>Number of lessons – 6</p> <p>Programs – 2Quiz, 2DIY, Text Toolkit, 2Investigate</p>	<p><b>Unit 6.8</b> <b>Understanding Binary</b></p> <p>Number of Lessons – 4</p> <p>Main Program – 2Code</p>	<p><b>Unit 6.9</b> <b>Spreadsheets (with Microsoft Excel or Google Sheets)</b> (Optional Unit)</p> <p>Number of Lessons – 8</p> <p>Main program – MS Excel or Google Sheets</p>

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# Adapting the Scheme for Mixed Age Classes

Below is an exemplar for a 1\2, 3\4, 5\6 mix. Not all mixed age school will have the same mix, so plans will need adapting depending upon the mix and the journey of each individual student through the school: Ideally children in each age group will not repeat lessons in the next academic year and will not have gaps in knowledge to fill.

The logic that was used to create the exemplar can be applied to other mixes; this is the logic that was used to create the exemplar:

- Categorising the units into those that suited topics being covered in an order (spreadsheets and coding) and those that had more flexibility to differentiate and progress by outcome and expectation.
- From this, we created a two-year rolling program: In some schools this might be a 3- or 4-year rolling program. In schools with mixed ages, the same process will be being used for core subjects and we recommend using the same rolling program length.
- In the exemplar, the less specifically progressive units are completed by students in either Year1 or 2, Year 3 or 4, Year 5 or 6.
- In the exemplar, for Year 1\2 all the coding is in cycle A.
- For 3\4 and 5\6 coding, we looked at the themes of the individual lessons in the coding units and grouped them into two groups of related themes so all lessons about (for example) repetition in coding will be done in one year of the program and all lessons about variables would be done in another.
- Spreadsheets were hard to split in the same way as the coding so will require teachers to put the emphasis more firmly on the DigiTech skills than the maths knowledge when younger students are tackling the unit for older students first in the two-year program.
- The rest of the units are more self-contained and can be achieved by differentiating expected outcomes for younger and older children.
- Unit 1.1 provides a good introduction to the use of Purple Mash and online safety, so we have included it in both cycles of the Y1\2 mix.

The lesson plans have a certain amount of repetition in them to recap and review learning from previous years. If they are completed out of sequence, for example teaching all the 'repetition' lessons in a block, some of this recapping will not be necessary, freeing up lesson time to explain new knowledge in more detail to the younger learners.

For an EYFS (Foundation\Y1) mix, you might decide that the curriculum for this class could focus initially on building familiarity with the hardware and tools using guidance from the Foundation Units using Mini Mash accessed through Purple Mash and then bringing in some units from the Y1 scheme of work that lend themselves well to early years:

- Grouping and Sorting - easily can be done hands on with classroom equipment.
- Lego Builders
- Maze explorers
- Pictograms
- Technology outside school

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We also have a stand-alone spreadsheet unit for Y6, this does not rely upon having completed the other spreadsheet units so might be another way to familiarise students with spreadsheets without including a spreadsheet unit in each year group. In this case, we would advise including the use of spreadsheets and other data programs within Maths, where there is a curricular link.

# Exemplar

## Year 1\2 – Cycle A

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

<b>Unit 1.1</b> <b>Online Safety &amp; Exploring Purple Mash</b>  <b>Number of lessons – 4</b>  <b>Programs – Various</b>	<b>Unit 2.5</b> <b>Effective Searching</b>  <b>Number of lessons – 3</b>  <b>Programs – Browser</b>	<b>Unit 1.4</b> <b>Lego Builders</b>  <b>Number of lessons – 3</b>  <b>Programs – 2DIY</b>
<b>Unit 1.9</b> <b>Technology outside school</b>  <b>Number of lessons – 2</b>  <b>Programs – Various</b>	<b>Unit 1.2</b> <b>Grouping &amp; Sorting</b>  <b>Number of lessons – 2</b>  <b>Programs – 2DIY</b>	<b>Unit 2.6</b> <b>Creating Pictures</b>  <b>Number of lessons – 5</b>  <b>Programs – 2PaintAPicture</b>
<b>Unit 1.8</b> <b>Spreadsheets</b>  <b>Number of lessons – 3</b>  <b>Programs – 2Calculate</b>	<b>Unit 1.7</b> <b>Coding</b>  <b>Number of lessons – 6</b>  <b>Programs – 2Code</b>	<b>Unit 2.1</b> <b>Coding</b>  <b>Number of lessons – 5</b>  <b>Programs – 2Code</b>








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## Year 1\2 – Cycle B

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

<b>Unit 1.1</b> <b>Online Safety &amp; Exploring Purple Mash</b>  Number of lessons – 4  Programs – Various	<b>Unit 1.5</b> <b>Maze Explorers</b>  Number of lessons – 3  Programs – 2Go	<b>Unit 2.4</b> <b>Questioning</b>  Number of lessons – 5  Programs – 2Question, 2Investigate
<b>Unit 2.2</b> <b>Online Safety</b>  Number of lessons – 3  Programs – Various	<b>Unit 1.6</b> <b>Animated Story Books</b>  Number of lessons – 5  Programs – 2Create A Story	<b>Unit 2.7</b> <b>Making Music</b>  Number of lessons – 3  Programs – 2Sequence
<b>Unit 2.3</b> <b>Spreadsheets</b>  Number of lessons – 4  Programs – 2Calculate	<b>Unit 1.3</b> <b>Pictograms</b>  Number of lessons – 3  Programs – 2Count	<b>Unit 2.8</b> <b>Presenting Ideas</b>  Number of lessons – 4  Programs – Various

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## Year 3\4 – Cycle A

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

<b>Coding</b>  <b>Number of lessons – 6</b> <b>Main Programs – 2Code</b> <b>See table below for breakdown.</b>	<b>Unit 3.2</b> <b>Online safety</b>  <b>Number of lessons – 3</b>  <b>Programs – Various</b>	<b>Unit 3.3</b> <b>Spreadsheets</b>  <b>Number of lessons – 3</b>  <b>Programs – 2Calculate</b>
<b>Unit 3.4</b> <b>Touch Typing</b>  <b>Number of lessons – 4</b>  <b>Programs – 2Type</b>	<b>Unit 3.5</b> <b>Email (including email safety)</b>  <b>Number of lessons – 6</b>  <b>Programs – 2Email, 2Connect, 2DIY</b>	<b>Unit 3.6</b> <b>Branching Databases</b>  <b>Number of lessons – 4</b>  <b>Programs – 2Question</b>
<b>Unit 3.7</b> <b>Simulations</b>  <b>Number of lessons – 3</b>  <b>Programs – 2Simulate, 2Publish</b>	<b>Unit 3.8</b> <b>Graphing</b>  <b>Number of lessons – 3</b>  <b>Programs – 2Graph</b>	

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## Year 3\4 – Cycle B

<b>Coding</b>  Number of lessons – 6 Main Programs – 2Code See table below for breakdown.	<b>Unit 4.2</b> <b>Online safety</b>  Number of lessons – 4 Programs – Various	<b>Unit 4.3</b> <b>Spreadsheets</b>  Number of lessons – 6 Programs – 2Calculate
<b>Unit 4.4</b> <b>Writing for different audiences</b>  Number of lessons – 5 Programs – 2Email, 2Connect, 2DIY	<b>Unit 4.5</b> <b>Logo</b>  Number of lessons – 4 Programs – Logo	<b>Unit 4.6</b> <b>Animation</b>  Number of lessons – 3 Programs – 2Animate
<b>Unit 4.7</b> <b>Effective Search</b>  Number of lessons – 3 Programs – Browser	<b>Unit 4.8</b> <b>Hardware Investigators</b>  Number of lessons – 2	

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## Coding Breakdown

YEAR 3 & 4 - CYCLE A					
Using Flowcharts Unit 3.1, Lesson 1	Using Timers Unit 3.1, Lesson 2	'if' statements Unit 4.1, Lesson 2	Coordinates Unit 4.1, Lesson 3	Code, Test and Debug – Unit 3.1, Lesson 4	Design, Code, Test and Debug Unit 4.1, Lesson 1
YEAR 3 & 4 - CYCLE B					
Using Repeat Unit 3.1, Lesson 3	Repeat Until and 'if/else' Statements Unit 4.1, Lesson 4	Number Variables Unit 4.1, Lesson 5	Design and Make an Interactive scene Unit 3.1, Lesson 5-6		Making a Playable game – Unit 4.1, Lesson 6

## Additional Units

You may choose to do these in addition to or instead of any of the above units. They have not been included above due to the number of weeks in a school year and the number of weeks for each unit.

<p><b>Unit 3.9</b> <b>Presenting (with Microsoft PowerPoint or Google Slides)</b></p> <p><b>Number of Lessons</b> – 5 or 6 (version dependent) <b>Main Program</b> – MS PowerPoint or Google Slides</p>	<p><b>Unit 4.9</b> <b>Making Music</b></p> <p><b>Number of Lessons</b> – 4</p> <p><b>Main Program</b> – Busy Beats</p>
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## Year 5\6 – Cycle A

<b>Coding</b>  Number of lessons – 6 Main Programs – 2Code See table below for breakdown.	<b>Unit 5.2</b> <b>Online safety</b>  Number of lessons – 3  Programs - Various	<b>Unit 5.3</b> <b>Spreadsheets</b>  Number of lessons – 6  Programs – 2Calculate
<b>Unit 5.4</b> <b>Databases</b>  Number of lessons – 4  Programs – 2Question, 2Investigate	<b>Unit 5.5</b> <b>Game Creator</b>  Number of lessons – 5  Programs – 2DIY 3D	<b>Unit 5.6</b> <b>3D Modelling</b>  Number of lessons – 4  Programs – 2Design and Make
<b>Unit 5.7</b> <b>Concept Maps</b>  Number of lessons – 4  Programs – 2Connect		

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## Year 5\6 – Cycle B

<b>Coding</b>  <b>Number of lessons – 6</b> <b>Main Programs –</b> 2Code <b>See table below for breakdown.</b>	<b>Unit 6.2</b> <b>Online safety</b>  <b>Number of lessons – 2</b>  <b>Programs - Various</b>	<b>Unit 6.3</b> <b>Spreadsheets</b>  <b>Number of lessons – 5</b>  <b>Programs –</b> 2Calculate
<b>Unit 6.4</b> <b>Blogging</b>  <b>Number of lessons – 4</b>  <b>Programs – 2Blog</b>	<b>Unit 6.5</b> <b>Text Adventures</b>  <b>Number of lessons – 5</b>  <b>Programs – 2Code,</b> 2Connect	<b>Unit 6.6</b> <b>Networks</b>  <b>Number of lessons – 3</b>
<b>Unit 6.7</b> <b>Quizzing</b>  <b>Number of lessons – 6</b> <b>Programs – 2Quiz,</b> 2DIY, Text Toolkit, 2Investigate		

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## Coding Breakdown

YEAR 5 & 6 - CYCLE A					
Coding Efficiently Unit 5.1, Lesson 1	Simulating a physical system Unit 5.1, Lesson 2	Friction and Functions Unit 5.1, Lesson 4	Introducing Strings Unit 5.1, Lesson 5	Text Variable and Concatenation Unit 5.1, Lesson 6	User Input Unit 6.1, Lesson 5
YEAR 5 & 6 - CYCLE B					
Designing and writing a more complex program Unit 6.1, Lessons 1 & 2		Decomposition and Abstraction Unit 5.1, Lesson 3	Using Functions Unit 6.1, Lesson 3	Flowcharts and control simulations Unit 6.1, Lesson 4	Text Adventure Unit 6.1, Lesson 6

## Additional Units

You may choose to do these in addition to or instead of any of the above units. They have not been included above due to the number of weeks in a school year and the number of weeks for each unit.

<b>Unit 5.8</b> <b>Word processing (with Microsoft Word or Google Docs)</b>  <b>Number of Lessons – 8</b>  <b>Main program – MS Word or Google Docs</b>	<b>Unit 6.9</b> <b>Spreadsheets (with Microsoft Excel or Google Sheets)</b>  <b>Number of Lessons – 8</b> <b>Main program – MS Excel or Google Sheets</b>	<b>Unit 6.8</b> <b>Understanding Binary</b>  <b>Number of Lessons – 4</b>  <b>Main Program – 2Code</b>
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# Tools by Unit

Year	Unit	Title	Tools used
Foundation	F.1	Online Safety and Exploring Mini Mash	Avatar creator
			Paint Projects
			2Create a Story
	F.2	Grouping & Sorting	Simple City
	F.3	Pictograms	2Connect (Mind Map)
			2Count (Pictograms)
	F.4	Digital Systems	Paint Projects
			2Connect (Mind Map)
			Mash Cams

Year	Unit	Title	Tools used
Y1	1.1	Online Safety and Exploring Purple Mash	Avatar creator
			Paint Projects
			Writing Templates
			2Count (Pictograms)
			2Explore (Music)
	1.2	Grouping & Sorting	2Quiz
	1.3	Pictograms	2Connect (Mind Map)
			2Count (Pictograms)
	1.4	Lego Builders	Paint Projects
			Writing Templates
			2Quiz
	1.5	Maze Explorers	2Go (coding)
	1.6	Animated Stories	2Create a Story
	1.7	Coding	2Code
	1.8	Spreadsheets	2Calculate
	1.9	Technology Outside School	Writing Templates

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Purple Mash DigiTech Scheme of Work – Adapting and refining the scheme

Year	Unit	Title	Tools used
Y2	2.1	Coding	2Code
	2.2	Online Safety	Writing Templates
			Displayboards
			2Respond (2Email)
	2.3	Spreadsheets	2Calculate
	2.4	Questioning	2Question (Binary Databases)
			2Calculate (spreadsheet)
			2Investigate (database)
	2.5	Effective Searching	2Quiz
			Writing Templates

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Purple Mash DigiTech Scheme of Work – Adapting and refining the scheme

	2.6	Creating Pictures	2Paint a Picture
			Writing Templates
	2.7	Making Music	2Sequence (Music)
	2.8	Presenting Ideas	2Connect (Mind Map)
			2Create a Story (ebook)
			2Quiz
			Writing Templates

Year	Unit	Title	Tools used
Y3	3.1	Coding	2Code
	3.2	Online Safety	2Connect (Mind Map)
			2Blog (Blogging)
			Writing Templates
			Displayboards
	3.3	Spreadsheets	2Calculate
	3.4	Typing	2Type
	3.5	Email	2Email
	3.6	Branching Databases	2Question (Binary Databases)
	3.7	Simulations	2Simulate
			Writing Templates
	3.8	Graphing	2Graph
			Writing Templates
			2Blog (Blogging)
	3.9	Presenting (with Microsoft PowerPoint or Google Slides)	Microsoft PowerPoint or Google Slides

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Purple Mash DigiTech Scheme of Work – Adapting and refining the scheme

Year	Unit	Title	Tools used
Y4	4.1	Coding	2Code
	4.2	Online Safety	2Connect (Mind Map)
			2Publish Plus
			Displayboards
	4.3	Spreadsheets	2Calculate
	4.4	Writing for Different Audiences	Writing Templates
			2Simulate
			2Connect (Mind Map)
			2Publish Plus
	4.5	Logo	2Logo (text-based coding)
	4.6	Animation	2Animate
	4.7	Effective Searching	2Quiz
			2Connect (Mind Map)
	4.8	Hardware Investigators	2Quiz
			2Connect (Mind Map)
			Writing Templates
	4.9	Making Music	Busy Beats
			2Sequence
			Writing Templates

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Year	Unit	Title	Tools used
Y5	5.1	Coding	2Code
	5.2	Online Safety	2Publish Plus
			Writing Templates
			Displayboards
			2Connect (Mind Map)
	5.3	Spreadsheets	2Calculate
	5.4	Databases	2Investigate (database)
			Avatar creator
	5.5	Game Creator	2DIY 3D
			Writing Templates
			2Blog (Blogging)
	5.6	3D Modelling	2Design and Make
			Writing Templates
	5.7	Concept Maps	2Connect (Mind Map)
	5.8	Sustainable Digital Solutions	2Connect, 2Publish Plus
	5.9	Word Processing (with Microsoft Word or Google Docs)	MS Word or Google Docs

Year	Unit	Title	Tools used
Y6	6.1	Coding	2Code
	6.2	Online Safety	2DIY 3D 2DIY 2Code
			2Blog (Blogging)
	6.3	Spreadsheets	2Calculate
	6.4	Blogging	2Blog (Blogging)
	6.5	Text Adventures	2Code
			2Connect (Mind Map)
			Writing Templates
	6.6	Networks	2Connect (Mind Map)
			Writing Templates
	6.7	Quizzing	2DIY
			2Quiz
			Text Toolkit

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Purple Mash DigiTech Scheme of Work – Adapting and refining the scheme

			2Investigate (database)
	6.8	Understanding Binary	2Connect (Mind Map)
			2Question (Binary Databases)
			Writing Templates
			2Code
	6.9	Spreadsheets (with Microsoft Excel or Google Sheets)	MS Excel or Google Sheets

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