

purple
mash

Quick Start Guide: Computing Scheme of Work

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Introduction statement

The Purple Mash Computing Scheme of Work is a powerful comprehensive resource aligned to the National Curriculum and EYFS Framework which supports schools with achieving excellence in Teaching & Learning for Computing. The Scheme of Work is intended to facilitate teachers in achieving the very best outcomes for pupils, regardless of starting points. It exposes pupils to a wide variety of skills, experiences and poignant real-life scenarios which supports the notion of Cultural Capital; providing the foundations that lead to well-rounded global citizens.

It contains everything that is needed to deliver inspiring and engaging lessons whilst allowing for the flexibility to meet individual school needs. We have even included additional units that go beyond the expectations of the National Curriculum, whilst also adding 'Catch up' units to close gaps in learning.

This guide covers:

- Whole Scheme Overview
- Year Group Overviews
- Year Group Units of Work; containing individual lesson plans
- Year Group Catch Up Units of Work
- Year Group Additional Units of Work
- Year Group Unplugged Units of Work
- Assessment Tools – Excel, PDFs, Self-assessment Progression Statements, In-built Data Dashboard
- Year Group Computing Vocabulary; sectioned for each unit
- Year Group Knowledge Organisers
- Resources; examples and pupil resources for lessons.
- (Computing Toolkit) – Sits alongside the Scheme of work; provides an array of tools for measuring and improving subject performance across the school in relation to all stake holders.

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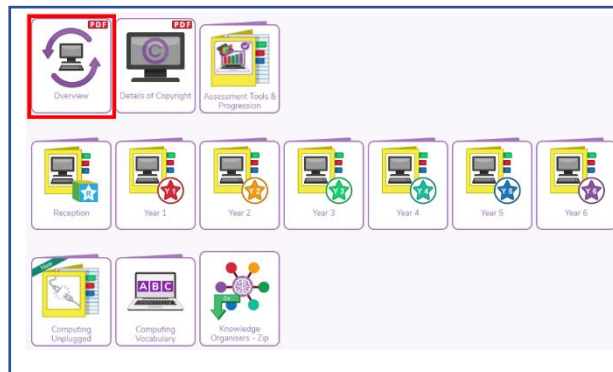


Quick Start Guide to the SOW

1. Overviews

Familiarise yourself with the overviews, decide on any adaptations you may need to make and disseminate to staff.

Open the scheme of work and locate the main overview.



Look over each year group and the suggested number of weeks for each unit. **It is important to note that due to the nature of the EYFS curriculum an overview is not present for reception age pupils.** The scheme allows flexibility to change sequence and content to some degree. Mixed age overview are also provided.

Units by Year Group – Single 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																																
YEAR 1	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	
	Unit 1.1 Online Safety & Exploring Purple Mash Weeks - 4 Programs - Various	Unit 1.2 Grouping & Sorting Weeks - 2 Programs - 2Quiz	Unit 1.3 Pictograms Weeks - 3 Programs - 2Count	Unit 1.4 Lego Builders Weeks - 3 Programs - 2DIY	Unit 1.5 Maze Explorers Weeks - 3 Programs - 2Go	Unit 1.6 Animated Story Books Weeks - 5 Programs - 2Create A Story	Unit 1.7 Coding Weeks - 6 Programs - 2Code	Unit 1.8 Spreadsheets Weeks - 3 Programs - 2Calculate	Unit 1.9 Technology outside school Weeks - 2 Programs - Various																							
YEAR 2	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
	Unit 2.1 Coding Weeks - 3 Programs - 2Code	Unit 2.2 Online Safety Weeks - 3 Programs - Various	Unit 2.3 Spreadsheets Weeks - 4 Programs - 2Calculate	Unit 2.4 Questioning Weeks - 5 Programs - 2Investigate	Unit 2.5 Effective Searching Weeks - 3 Programs - 2Browser	Unit 2.6 Creating Pictures Weeks - 5 Programs - 2PaintAPicture	Unit 2.7 Making Music Weeks - 3 Programs - 2Sequence	Unit 2.8 Presenting Ideas Weeks - 4 Programs - Various																								

Year Group Overviews

Delve into individual year group overviews. These contain more detailed content of individual unit aims and success criteria as well as *home nations curriculum mapping.

Year 1 Whole Year Overview																																
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 1	Unit 1.1 Online Safety & Exploring Purple Mash Weeks - 4 Tools Used - Avatar creator Paint Projects Writing Templates 2Count (Pictograms) 2Explore (Music)	Unit 1.2 Grouping & Sorting Weeks - 2 Programs - 2Quiz	Unit 1.3 Pictograms Weeks - 3 Programs - 2Count 2Connect	Unit 1.4 Lego Builders Weeks - 3 Programs - 2Go	Unit 1.5 Maze Explorers Weeks - 3 Programs - 2Go	Unit 1.6 Animated Story Books Weeks - 5 Programs - 2Create A Story	Unit 1.7 Coding Weeks - 6 Programs - 2Code	Unit 1.8 Spreadsheets Weeks - 3 Programs - 2Calculate	Unit 1.9 Technology outside school Weeks - 2 Programs - Writing Templates																							

Unit 1.2 – Grouping & Sorting		
Lesson	Aims	Success Criteria
1	To sort items using a range of criteria.	<ul style="list-style-type: none"> Children have sorted items using a range of criteria on the carpet as a class and in pairs.
2	To sort items on the computer using the 'Grouping' activities in Purple Mash.	<ul style="list-style-type: none"> Children have used Purple Mash activities to sort various items online using a variety of criteria.

* English National Curriculum Objectives (Key Stage 1).....	10
Welsh Digital Competence Framework	11
Northern Ireland Levels of Progression and Desirable Features	13
Scottish Curriculum for Excellence (First Level).....	14

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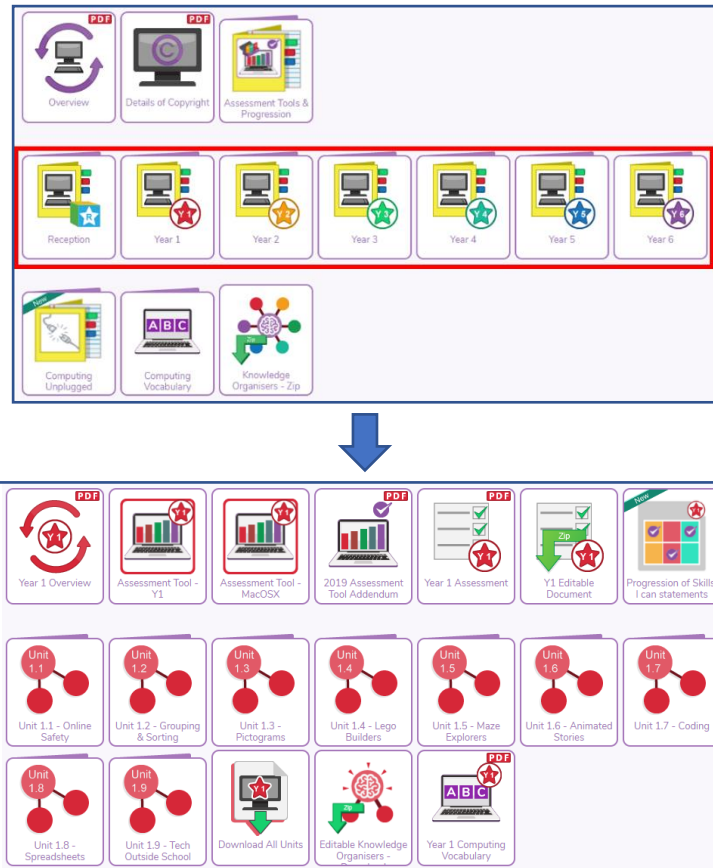
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2. Year Group Units of Work

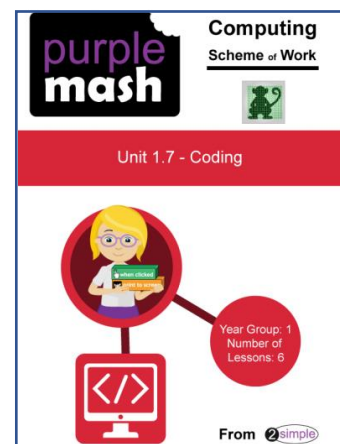
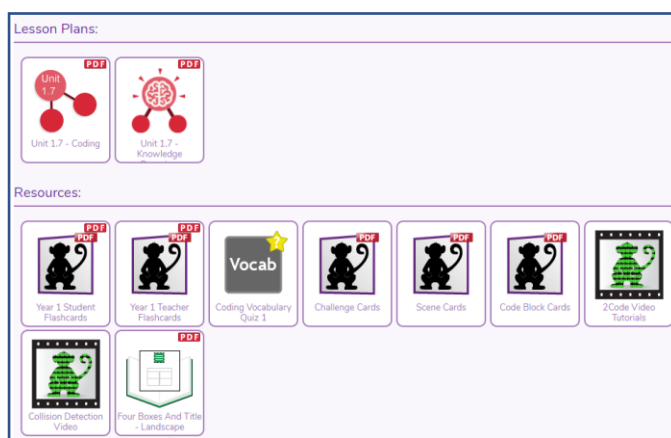
Explore the year group units of work. They all follow the same layout and format across units and year groups.

Open each year group area, the same format exists for all years with some differences of unit titles and unit content.



Individual units

Explore the unit lessons and resources.



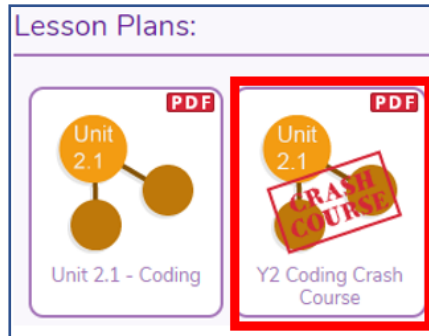
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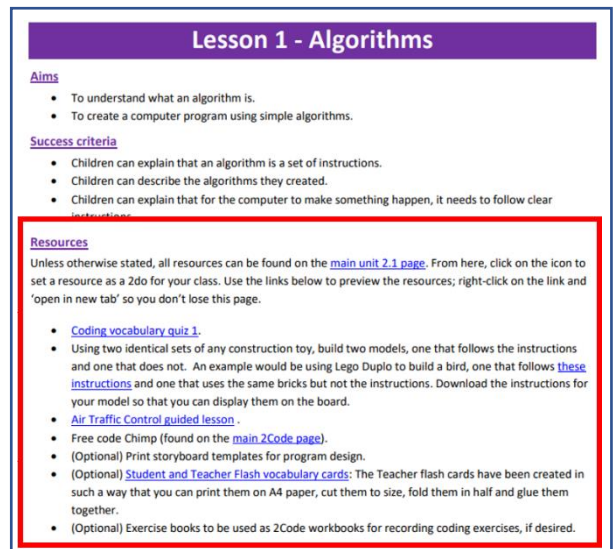
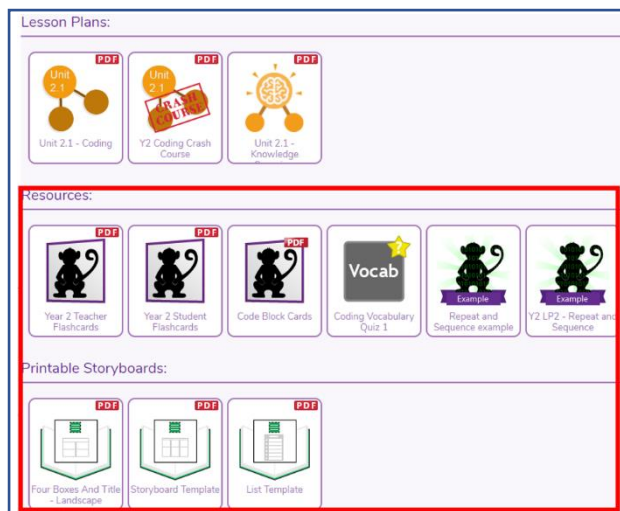
Catch up units

Catch up units for coding and spreadsheets exist for years 2 to 6. These are designed to close gaps. For example, pupils entering a junior school from a mix of different infant schools might have limited coding knowledge depending on their experiences. They should have Catch up Coding delivered to them in Year 3 and then the usual coding unit when they enter year 4.



Resources and tools

All the resources and tools needed to teach the units of work can easily be found in each unit lesson page under the resource section by clicking the designated links as well as within the unit area.



***Ensure you use the 2Dos functionality to set resources needed for sessions to allow quick access for pupils. You should familiarise yourself with how the pupils access core tools for units by impersonating a pupil in the admin icon.**

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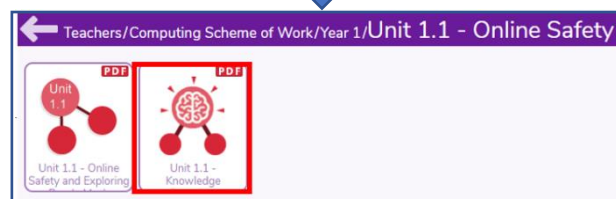
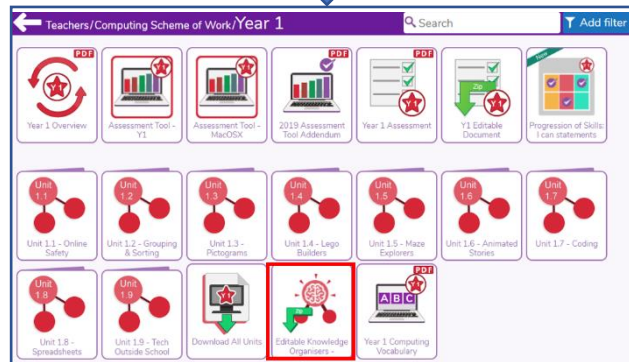
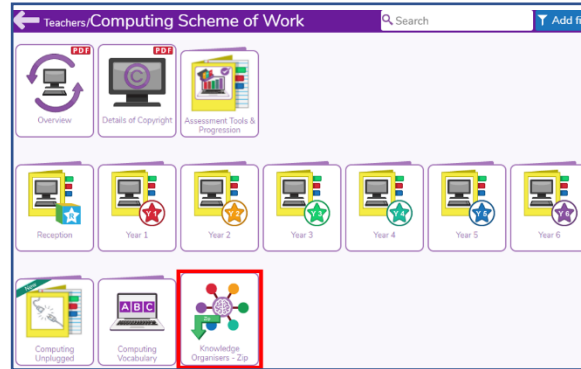
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3. Knowledge Organisers

Use the knowledge organisers to support learning during a unit of work. These are also great to introduce just before you start the unit to give pupils an overview of the learning.

Editable Knowledge organisers can be found for every year group and unit as a handy zip file on the Scheme of Work homepage and within each year group and unit.



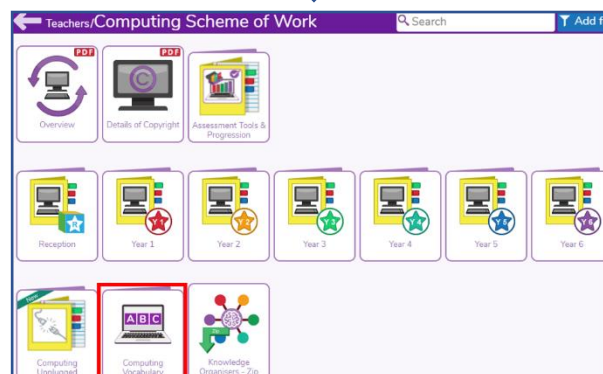
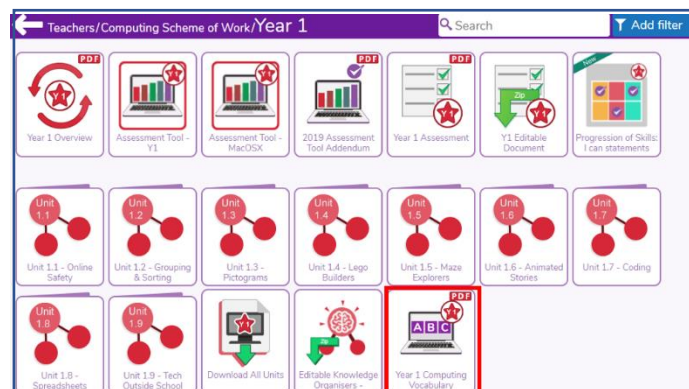
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4. Computing Vocabulary

Utilise the Computing Vocabulary for years 1 to 6. You may wish to print these out and enlarge them for display.

Computing vocabulary can be found on the homepage of the SOW and in each individual year group.



Computing Vocabulary- Year 1		
Unit 1.1: Online Safety and Exploring Purple Mash		
Log in Using a username and password to access a system.	Username A name that is used by a person to access an online site.	Password A series of letters, numbers and special characters that is entered after the username to access an online site. In Purple Mash, this can also be a series of pictures.
Log out Leaving a computer system.	My Work The place on Purple Mash where your work is stored. Only you and your teachers can access this.	
Avatar A digital picture to represent someone.	Notification A system that lets you know if you have something to look at. On Purple Mash this is shown by a bell.	Topics The area on Purple Mash that contains ready-made resources.
Tools They are on Purple Mash with the different learning apps.	Save Store your work as you create something so it can be accessed later.	

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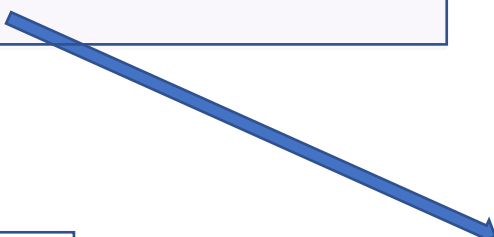
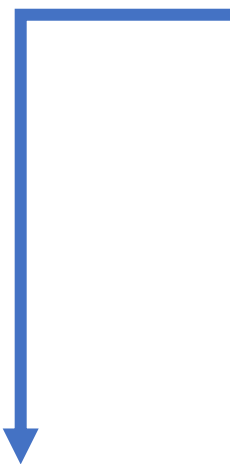
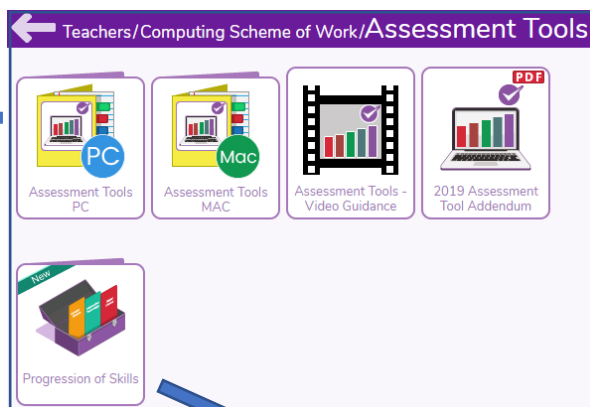
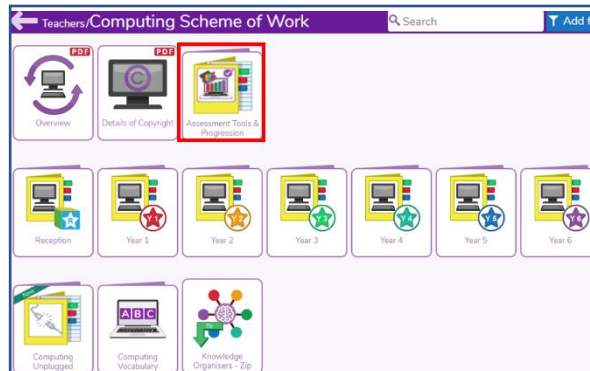


5. Assessment

There are several assessment tools and resources to utilise. You may choose to use a combination of them or stick with one.

Assessment tools and Progression

This contains an Excel tool and progression statements and is located on the homepage of the SOW.



Home	Y 3	Data Analysis	purple mash 2simple	Compu Scheme of Assessment		
Strand	National Curriculum Objectives	Purple Mash Units (Click for Guidance)	Names: Bob, Frank, Clair, S			
Computer Science	Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into Use sequence, selection and repetition in programs; work with variables and various forms of input and output.	3.1	Em	Exc	Exp	Exp
	Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.	3.1	Exp	Em	Exp	Exp
	Understand computer networks, including the Internet; how they can provide multiple services, such as the World Wide Web; and the opportunities they offer for communication and collaboration.	3.5	Em	Em	Exp	Exp
			Exp	Em	Exp	Exp

Y1 Pupil 'I Can' Statements for Computing SOW Skills - Computer Science							Name:	Class:
Unit Theme	'I can'	Aut	Spr	Sum	Teacher Comments			
1.4-Lego Builders	I can explain that an algorithm is a set of instructions.	👤	👤	👤				
	I know that an algorithm written for a computer is called a program.	👤	👤	👤				
	I can work out what is wrong when the steps are out of order in instructions.	👤	👤	👤				
	I can say that if something does not work how it should it is because my code is incorrect.	👤	👤	👤				
1.5-Maze Explorers	I can try and fix my code if it isn't working properly.	👤	👤	👤				
	I can make good guesses of what is going to happen in a program. For example, where the turtle might go.	👤	👤	👤				

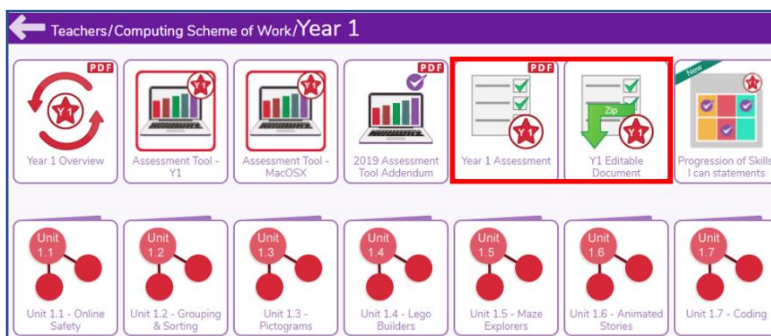
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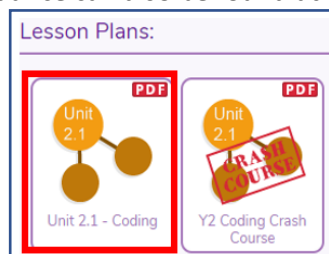
Year group PDF assessment sheets

These are a PDF format that can be printed out and filled in at the end of each unit and at the end of the academic year. Available in editable format as well.



Unit 1.2 – Grouping and Sorting	
Lesson 1	<ul style="list-style-type: none"> Children have sorted items using a range of criteria on the carpet as a class and in pairs.
Lesson 2	<ul style="list-style-type: none"> Children have used Purple Mash activities to sort various items online using a variety of criteria.
All children are working at Year 1 expected outcomes except	
	who are working towards Year 1 expectations
	who are working above Year 1 expectations

*Additional assessment guidance can also be found at the end of each unit of work.



Purple Mash Computing Scheme of Work – Unit 1.1 – Online Safety – Assessment Guidance	
Assessment Guidance	
The unit overview for year 1 contains details of national curricula mapped to the Purple Mash Units. The following information is an exemplar of what a child at an expected level would be able to demonstrate when completing this unit with additional exemplars to demonstrate how this would vary for a child with emerging or exceeding achievements.	
Assessment Guidance	
Emerging	With support, children demonstrate an awareness of online safety using their own private usernames and passwords for Purple Mash (Unit 1.1 Lesson 1, Point 6). This can be assisted by using printed login cards. Children take ownership of their work and save this in their own private space (Unit 1.1 Lesson 1, Point 16).
Expected	Children demonstrate an understanding of the importance of online safety, using their own private usernames and passwords for Purple Mash (Unit 1.1 Lesson 1, Point 6). Most children will be able to demonstrate an understanding of the reasons for keeping their password private including talking about the meaning of 'private information' (Lesson 1) and actively demonstrate this in lessons (Throughout all lessons in Unit 1.1). Children take ownership of their work and will be able to save their work, using a memorable file name, to their own personal space on Purple Mash and understand that this can be retrieved later (Unit 1.1 Lesson 1 Point 18). Most children will be able to add their name to their picture in lesson 1. In lesson 2, most children will be able to explain that their teacher was able to connect with them online to leave a message in Purple Mash. They could contribute to the class discussion relating this to other forms of digital communication. Most children will be able to give a simple explanation of the way to word comments online when given the example of their teacher commenting upon their work. Throughout this unit most children will be able to contribute their ideas about communicating appropriately and relate online and off-line appropriate behaviour. Most children will be able to open Purple Mash and use the search bar within Purple Mash to find resources (lesson 2). They can suggest appropriate words to search with to find the results that they are looking for.
Exceeding	Children demonstrate an understanding of the importance of online safety using their own private usernames and passwords for Purple Mash. Children understand the importance of keeping information, such as their usernames and passwords private and actively demonstrate this in lessons. Children take ownership of their work and save this in their own private space. Children demonstrating greater depth understand the principle but not the terminology of 'intellectual property' e.g. children might say 'I am saving my work, in my folder because I have created it and it belongs to me'.

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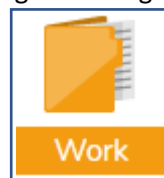
Data Dashboard

It is also possible to utilise the Data Dashboard for completed pieces of work, content and non-Purple Mash files by assigning objectives and making judgements against them.

When setting a 2Do you can add objectives from curricula and then judge them when handed in.

The image shows two screenshots from a software interface. The first screenshot, titled 'Set Digital Footprint Quiz' as 2Do', contains fields for Title (Digital Footprint Quiz), Description (This quiz is a resource for the Computing Scheme of Work Unit 2.2), Set by (Alban Squires), and Tags (Enter a tag). A red box highlights the 'Objectives' field with the text 'Click here to set objectives'. A blue arrow points from this field to the second screenshot, titled 'Edit Objectives'. This second screenshot shows a dropdown menu for Year (Y2), Subject (Computing), and Strand (Digital Literacy). Below these are two objectives with checkboxes: 'Recognise common uses of information technology beyond school.' and 'Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when concerned about content or contact on the internet or other online technologies.' Both checkboxes are checked. Buttons for 'Next' and 'Ok' are visible at the bottom of each form.

Open My Work folder and make judgements against individual or group pieces of work.



A screenshot of a file management interface. At the top is a toolbar with icons for Open, Delete, Rename, Move, Upload, Tag, Set 2Do, Mark, Report, Print, Set Rewards, 2Displayboard, and Create resource. Below the toolbar is a table with columns: File, Program, Made by, Modified, Comment, and Judgements. The 'File' column shows a 'Test File' icon. The 'Program' column shows '2Write'. The 'Made by' column shows 'Mehmet Celiker'. The 'Modified' column shows 'Wed, 13 May 2020 16:26'. The 'Comment' column is empty. The 'Judgements' column has a red box around it, containing a minus sign and a plus sign. A 'Save' button is visible at the bottom right of the table.

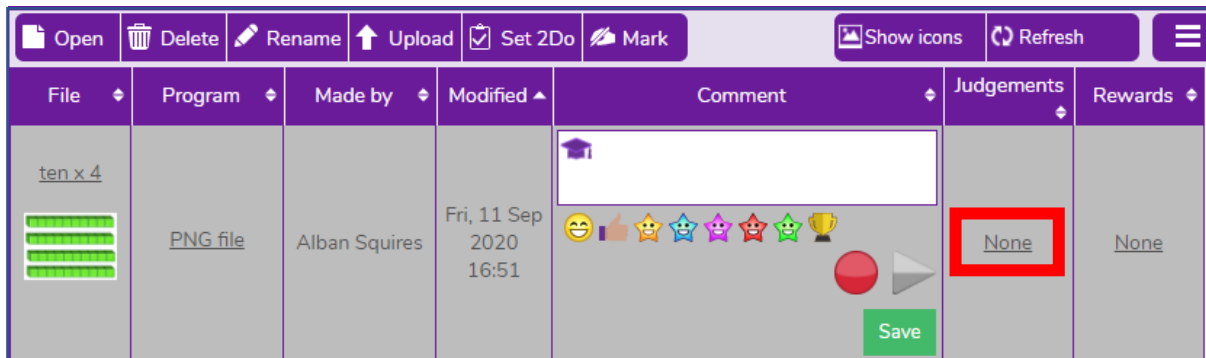
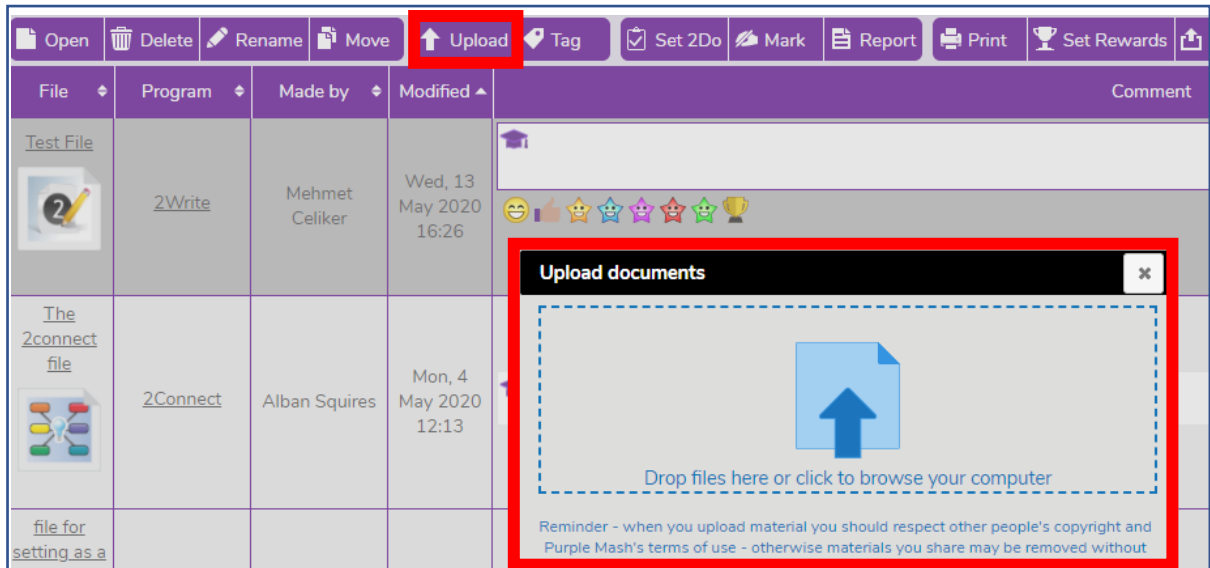
A screenshot of a dialog box titled 'Enter judgements for Test File'. It shows the subject 'Computing', year 'Y2', and strand 'Digital Literacy'. There are two objectives listed: 'Recognise common uses of information technology beyond school.' and 'Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when concerned about content or contact on the internet or other online technologies.' For each objective, there are three buttons: 'Emerging', 'Expected', and 'Exceeding'. The 'Expected' button for the first objective and the 'Exceeding' button for the second objective are highlighted in orange and green respectively. There are also buttons for 'Personalise', 'Add more objectives', 'Save', and 'Save & next' at the bottom.

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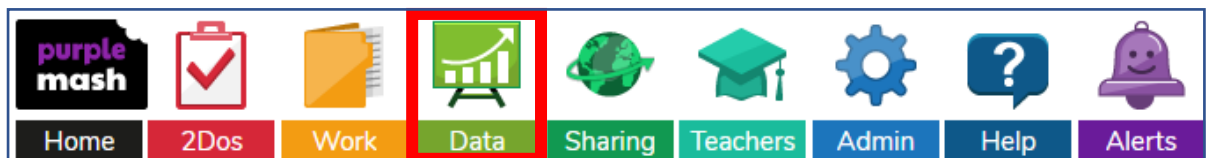
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Make judgements against non-Purple Mash files by simply using the upload button and clicking on the judgements area.



Review data within the Data Dashboard



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6. Computing Toolkit

There is a complete collection of invaluable tools, tips and resources to support leadership of Computing; measuring performance and facilitating improvements for all stakeholders located next to the Computing Scheme of Work.

We strongly advise all Computing Leads to explore the toolkits whether new to the role or experienced. The best place to start is by completing the Self-Evaluation.



For more detailed information – please explore the user guides or individual pieces of content.

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