



# Computing Scheme of Work - Overview

**Need more support? Contact us:**

Tel: +44(0)208 203 1781 | Email: [support@2simple.com](mailto:support@2simple.com) | Twitter: [@2simplesoftware](https://twitter.com/2simplesoftware)



# All Unit Summary

Predominant Area of Computing*			
	Computer Science	 Information Technology	 Digital Literacy

\*Most units will include aspects of all strands.

## Early Years (Reception)

Rather than a scheme with set lessons, the early years resources are designed to integrate into the day-to-day routine and set-up of an early years setting with opportunities for using Mini Mash or Purple Mash as part of the Early Years curriculum to support children in working towards early learning goals.

In addition, there are units of suggested ideas that focus on computing skills specifically, that can also be provided as opportunities for learning as part of the topics in other areas to give children a sound basis to explore topics using technology and to be ready for progressing through the Computing curriculum. These are as follows and are designed to be integrated and linked to wider early years curriculum areas. These have been loosely classified into the three streams but there is overlap between all three streams.

Mouse and Trackpad Skills	Keyboard Skills	Drawing skills	Robots	Sounds	Photography
Technology Around Us	Hardware	Safety and Privacy	Quizzes	Using Purple Mash with an Individual Login	

## Year 1

	Unit 1.1	Unit 1.2	Unit 1.3	Unit 1.4	Unit 1.5	Unit 1.6	Unit 1.7	Unit 1.8	Unit 1.9
	Online Safety & Exploring Purple Mash	Grouping & Sorting	Pictograms	Lego Builders	Maze Explorers	Animated Story Books	Coding	Spreadsheets	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	Unit 2.2	Unit 2.3	Unit 2.4	Unit 2.5	Unit 2.6	Unit 2.7	Unit 2.8
	Coding	Online Safety	Spreadsheets	Questioning	Effective Searching	Creating Pictures	Making Music	Presenting Ideas
Number of lessons	6	3	4	5	3	5	3	4
Main tool	2Code		2Calculate	2Question 2Investigate		2Paint A Picture	2Sequence	

Need more support? Contact us:

Tel: +44(0)208 203 1781 | Email: [support@2simple.com](mailto:support@2simple.com) | Twitter: @2simplesoftware

## Year 3

	<b>Unit 3.1</b>	<b>Unit 3.2</b>	<b>Unit 3.3</b>	<b>Unit 3.4</b>	<b>Unit 3.5</b>	<b>Unit 3.6</b>	<b>Unit 3.7</b>	<b>Unit 3.8</b>	<b>Unit 3.9</b>
	<b>Coding</b>	<b>Online safety</b>	<b>Spreadsheets</b>	<b>Touch Typing</b>	<b>Email (inc. email safety)</b>	<b>Branching Databases</b>	<b>Simulations</b>	<b>Graphing</b>	<b>Presenting</b>
Number of lessons	6	3	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

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

## Year 5

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




## Year 6

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

Need more support? Contact us:

Tel: +44(0)208 203 1781 | Email: [support@2simple.com](mailto:support@2simple.com) | Twitter: @2simplesoftware

# Units by Year Group - Single Age Classes

Predominant Area of Computing*					
	Computer Science		Information Technology		Digital Literacy

\*Most units will include aspects of all strands.

## Year 1




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

<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>

Need more support? Contact us:

Tel: +44(0)208 203 1781 | Email: [support@2simple.com](mailto:support@2simple.com) | Twitter: @2simplesoftware

## Year 6

Predominant Area of Computing*		
	Computer Science	
		Information Technology
		
		Digital Literacy




\*Most units will include aspects of all strands.

<b>Unit 2.1</b> <b>Coding</b>  <b>Number of lessons – 6</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>	

Need more support? Contact us:

Tel: +44(0)208 203 1781 | Email: [support@2simple.com](mailto:support@2simple.com) | Twitter: [@2simplesoftware](https://twitter.com/2simplesoftware)

## Year 7

Predominant Area of Computing*		
 Computer Science	 Information Technology	 Digital Literacy

\*Most units will include aspects of all strands.


<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 – 2</b>  <b>Programs – 2Graph</b>	<b>Unit 3.9</b> <b>Presenting (with Microsoft PowerPoint or Google Slides)</b>  <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

Need more support? Contact us:

Tel: +44(0)208 203 1781 | Email: [support@2simple.com](mailto:support@2simple.com) | Twitter: [@2simplesoftware](https://twitter.com/2simplesoftware)

## Year 8

Predominant Area of Computing*					
	Computer Science		Information Technology		Digital Literacy

\*Most units will include aspects of all strands.

<b>Unit 4.1</b> <b>Coding</b>  <b>Number of lessons – 6</b>  <b>Main Programs –</b> 2Code	<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 –</b> 2Calculate
<b>Unit 4.4</b> <b>Writing for different audiences</b>  <b>Number of lessons – 5</b>  <b>Programs – 2Email,</b> 2Connect, 2DIY	<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>  <b>Main Program – Busy Beats</b>

Need more support? Contact us:

Tel: +44(0)208 203 1781 | Email: [support@2simple.com](mailto:support@2simple.com) | Twitter: [@2simplesoftware](https://twitter.com/2simplesoftware)



## Year 9

Predominant Area of Computing*		
	Computer Science	
		
	Information Technology	Digital Literacy

\*Most units will include aspects of all strands.

<b>Unit 5.1</b> <b>Coding</b>  <b>Number of lessons – 6</b>  <b>Main Programs –</b> 2Code	<b>Unit 5.2</b> <b>Online safety</b>  <b>Number of lessons – 3</b>  <b>Programs - Various</b>	<b>Unit 5.3</b> <b>Spreadsheets</b>  <b>Number of lessons – 6</b>  <b>Programs –</b> 2Calculate
<b>Unit 5.4</b> <b>Databases</b>  <b>Number of lessons – 4</b>  <b>Programs –</b> 2Question, 2Investigate	<b>Unit 5.5</b> <b>Game Creator</b>  <b>Number of lessons – 5</b>  <b>Programs – 2DIY 3D</b>	<b>Unit 5.6</b> <b>3D Modelling</b>  <b>Number of lessons – 4</b>  <b>Programs – 2Design and Make</b>
<b>Unit 5.7</b> <b>Concept Maps</b>  <b>Number of lessons – 4</b>  <b>Programs – 2Connect</b>	<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>	

Need more support? Contact us:

Tel: +44(0)208 203 1781 | Email: [support@2simple.com](mailto:support@2simple.com) | Twitter: @2simplesoftware

**Year**

Predominant Area of Computing*					
	Computer Science		Information Technology		Digital Literacy

\*Most units will include aspects of all strands.

<b>Unit 6.1</b> <b>Coding</b>  <b>Number of lessons – 6</b>  <b>Main Programs – 2Code</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 – 2Calculate</b>
<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, 2Connect</b>	<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, 2DIY, Text Toolkit, 2Investigate</b>	<b>Unit 6.8</b> <b>Understanding Binary</b>  <b>Number of Lessons – 4</b>  <b>Main Program – 2Code</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>

**Need more support? Contact us:**

Tel: +44(0)208 203 1781 | Email: [support@2simple.com](mailto:support@2simple.com) | Twitter: @2simplesoftware

# Tools by Unit

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

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

Need more support? Contact us:

Tel: +44(0)208 203 1781 | Email: [support@2simple.com](mailto:support@2simple.com) | Twitter: @2simplesoftware



	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

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

Need more support? Contact us:

Tel: +44(0)208 203 1781 | Email: [support@2simple.com](mailto:support@2simple.com) | Twitter: [@2simplesoftware](https://twitter.com/2simplesoftware)

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	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

Need more support? Contact us:

Tel: +44(0)208 203 1781 | Email: [support@2simple.com](mailto:support@2simple.com) | Twitter: [@2simplesoftware](https://twitter.com/2simplesoftware)

			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

**Need more support? Contact us:**

Tel: +44(0)208 203 1781 | Email: [support@2simple.com](mailto:support@2simple.com) | Twitter: [@2simplesoftware](https://twitter.com/2simplesoftware)



# Cultural Capital

## Defining Cultural Capital

“As part of making the judgement about the quality of education, inspectors will consider the extent to which schools are equipping pupils with the knowledge and cultural capital they need to succeed in life. Our understanding of ‘knowledge and cultural capital’ is derived from the following wording in the national curriculum: ‘It is the essential knowledge that pupils need to be educated citizens, introducing them to the best that has been thought and said and helping to engender an appreciation of human creativity and achievement.’”

(Ofsted’s definition of cultural capital – Extract: Ofsted School Inspection Handbook 2019)

When we consider cultural capital in relation to a child starting their journey of learning in a school setting, it’s the idea that they all have started school with their own experiences and knowledge. These experiences and knowledge will link to their culture and wider family. Pierre Bourdieu, a French sociologist, developed the concept of cultural capital in the 1960s, arguing heavily that children’s attainment in schools was not defined by solely economic factors. Various research indicates a strong correlation between the value placed on children’s cultures and the progress they make in formal education settings.

It’s important to note that cultural capital shouldn’t be defined as just academic achievement, cultural capital should be thought of enabling a child to grow into educated citizens who have had broad experiences and knowledge with a strong appreciation of human achievement and creativity.

Cultural capital is one of the key things that a child will utilise throughout their life in order to become successful in society.

## How schools play a part

Schools have a duty to ensure that their children are given a rich educational diet that supports the notion of Cultural Capital.

Schools should consider several key things:

- **Culturally relevant pedagogy: Embracing all their children’s cultural identities, personal experiences, knowledge, and heritage in order to make learning more relevant to them and in thus doing so, giving rise to greater engagement and subsequently greater achievement.**
- **Culturally responsive teaching: Using a range of teaching strategies that supports children’s personal experiences and cultural identities.**
- **Provision: Providing broad and rich experiences that their learners may not have experienced before, including the immersion of different cultures, traditions and approaches to everyday activities.**
- **Knowledge: Giving children a diet of knowledge that supports them in becoming educated citizens.**

Need more support? Contact us:

Tel: +44(0)208 203 1781 | Email: [support@2simple.com](mailto:support@2simple.com) | Twitter: [@2simplesoftware](https://twitter.com/2simplesoftware)



### **Purple Mash Computing Scheme of Work and Cultural Capital**

We understand the importance of supporting opportunities for all children. Our future workforce should reflect a broad cross section of society, including but not limited to: age, gender, race, religious beliefs, cognitive and physical differences. If we consider computing and the potential career opportunities and pathways this may lead to, it's vital that a broad workforce is in place, particularly when decisions on design and implementation of systems is required to limit bias. Computing should be integrated within different cultures and experiences of people, for example, farmers using technology to maximise yield of crops.

The Purple Mash Computing Scheme of Work is a comprehensive set of resources aligned to the National Curricula for Computing, Technology and Digital Competence. The Scheme of Work is intended to facilitate teachers in achieving the very best outcomes for all children. It exposes children to a wide variety of digital tools, technological skills and innovations to enable them to become informed members of the digital community.

It contains everything that is needed to deliver inspiring and engaging lessons whilst allowing for the flexibility to meet individual school needs. The scheme provides the scaffolding for teaching key skills alongside the flexibility to change the context to meet needs of individuals. For example, relating graphing to the local environment; tailoring blogging to individual cultures, experiences and interests. Lessons are delivered from lesson plans with accompanying slide shows. We have included additional units that go beyond the expectations of National Curricula, whilst also providing 'Catch-Up' units to close gaps in learning. The activity ideas for Early Years (Reception) show opportunities for using Mini Mash or Purple Mash as part of the Early Years classroom to support children in working towards early learning goals.

The scheme's flexibility is not just limited to adaptation of teaching approaches or contexts used within lessons. Functionality within the delivery platform allows for a range of devices to be used to access and deliver content. Additionally, features such as collaboratively enabled tools, means that children don't always require individual devices.

Supplementary resources such as Code Club and Digital Leaders give rise to opportunities for broadening horizons for all children regardless of their starting point. They support experience of leadership, developing skills and give exposure to new experiences and responsibilities such as leadership.