



Computing – Long Term Plans 2025-2026

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EYFS – Year N/ R

Topic name	Learning question/s	Main EYFS/NC focus	Objectives to be covered	Key vocabulary	Curriculum themes	Enrichments
<p>In the EYFS curriculum, computing isn't a separate subject but is integrated across the curriculum, focusing on understanding and using technology for a range of purposes, from operating simple devices to creating digital content. Activities include using tablets, interactive whiteboards, programmable toys like Beebots, and digital cameras to support learning in other areas, fostering skills like problem-solving and digital literacy.</p>						

Year 1

Topic name	Learning question/s	Main EYFS/NC focus	Objectives to be covered	Key vocabulary	Curriculum themes	Enrichments
Purple Mash Unit 1.1 Online Safety Digital literacy & IT	What is online safety? How do I stay safe online?	To understand the focus of being private. To understand how to stay safe online?	-Understands the importance of keeping personal information private. -Logs in safely with own login and logs out when finished. -Recognises common uses of information technology beyond school	Log in – to get into a computer or program safely Username – a name used to log in Password – a secret code used to log in Avatar – a picture used instead of a person’s photo Log out – to leave a program or computer safely Save – to keep your work for later Tools – these help you to do different things in a program User – the person using a computer or program	Being able to use technology safely and effectively is important for future education and work It is important to keep ourselves safe online.	Workshops
Purple Mash Unit 1.7 Coding Computer science & IT	What is coding?	Why do people code? What it is used for?	-Creates unambiguous instructions -Understands what algorithms are and why they are important for digital devices -Creates simple programs and is starting to understand how the order of commands affects the outcome.	Action - A type of command Background - Part of the program that displays behind the objects Block - In programming, a group of commands Button - In 2 code, this object responds to being clicked Character - A type of object that is displayed on the screen	<i>Children develop their understanding of cause and effect.</i> Children explore the effect of computers/ programs in day-to-day life.	Beebots

				<p>Code Mode - In code 2, this is where you write your program</p> <p>Coder/Programmer - A person who writes a code</p> <p>Command - A single instruction in a computer program</p> <p>Input- Information going into a computer</p> <p>Scale - The size of an object</p> <p>Sound - A noise that is made</p> <p>Up – Moving from a lower to higher position</p> <p>Down- Moving from a higher to lower position</p> <p>Left- Moving in an opposite direction to the right (anti-clockwise)</p> <p>Right – Moving in an opposite direction to the left (clockwise)</p> <p>Directions - A course along which something/someone moves</p>	<p>They understand that these skills could lead on to becoming website/ game designers.</p> <p>They explore the benefits or otherwise of computer games on wellbeing.</p> <p>They recognise diversity of characters within games.</p>	
<p>Purple Mash Unit 1.4 Lego Builders</p> <p>Computer science & IT</p>	<p>What is an instruction?</p>	<p>What does debug mean?</p>	<p>-Uses technology purposefully to create digital content</p> <p>-Creates simple programs and is starting to understand how the order of commands affects the outcome.</p> <p>-Creates unambiguous instructions</p>	<p>Instruction - Information on how something should be done</p> <p>Algorithm - A precise set of step-by-step instructions used to achieve something</p> <p>Program - To provide a computer with coded instructions</p> <p>Debug - To remove errors from computer</p> <p>Computer - An electronic device for storing and processing data</p> <p>Hide - Put out of sight</p> <p>Show - To be visible</p> <p>Up – Moving from a lower to higher position</p> <p>Down- Moving from a higher to lower position</p> <p>Left- Moving in an opposite direction to the right (anti-clockwise)</p> <p>Right – Moving in an opposite direction to the left (clockwise)</p>	<p><i>Children develop their understanding of sequences of instructions in order to make things work</i></p> <p>Children explore the effect of computers/ programs in day-to-day life- how can these support living in an environmentally friendly way?</p> <p>They understand that these skills could lead on to becoming involved in jobs linked to debugging</p>	<p>Beebots</p>

				Directions - A course along which something/someone moves		
Purple Mash Unit 1.6 Animated story books IT	What does animate mean? What is an e-book?	What are animated books?	-Uses technology purposefully to create digital content -Saves work appropriately: starts to understand the idea of ownership of their creative work -Retrieves saved work.	Animation - giving the illusion of movement E-book - A book that can be read on a computer or digital device Font - A style of text on a computer File - A piece of work on a computer or a digital device Sound effect - A sound other than speech to bring a story to life Undo - A way to take-away what you did Redo - A way to replace what you did Background - A part of a picture Save - Keep and store a file on a computer or digital device	Benefits of creating digital images vs drawn images Characters chosen represent different genders/ethnicity Authors, animators Creating animations is fun and relaxing	Videos
Purple Mash 1.5 Maze Explorers Computer science and IT	What is a command? What are instructions?	What is a program?	Creates simple programs and is starting to understand how the order of commands affects the outcome. -Saves work appropriately: starts to understand the idea of ownership of their creative work -Creates unambiguous instructions	Direction - A course along which someone or something moves. Challenge - A task or situation that tests someone's abilities. Arrow - A mark or sign resembling an arrow, used to show direction or position. Undo - Cancel or reverse the instruction. Rewind - Move back several steps or to the start. Right turn - To move the object in a clockwise direction. Forward - To move in the direction that one is facing or travelling. Backwards - To move in the opposite direction to which one is facing. Left turn - To move the object in an anti-clockwise direction. Debug - To find and remove errors from computer hardware or software. Instruction - Information about how something should be done.	<i>Children build on prior learning around digital content, coding and debugging.</i> Children explore the effect of computers/ programs in day-to-day life. They understand that these skills could lead on to becoming involved with programming They explore the benefits or otherwise of how computers can make things easier! They recognise diversity of characters within games	Beebots Take children out to follow instructions

Algorithm - A precise, step-by-step set of instructions used to solve a problem or achieve an objective.

Year 2

Topic name	Learning question/s	Main EYFS/NC focus	Objectives to be covered	Key vocabulary	Curriculum themes	Enrichments
Purple Mash Unit 2.2 Online Safety Digital literacy & IT	What is online safety? How do I stay safe online?	What is online safety? How do I stay safe online?	-Uses technology safely and respectfully -Thinks critically about the information they leave online: digital footprint -Identifies where to go for help and support when they have concerns	Search – Look for information in (in a database or the World Wide Web) using a search engine. Display board – In Purple Mash, this is a tool that enables you to share work with a wide audience. Internet – A way to send information from one computer to another anywhere in the world using technology such as phones, satellites and radio links. Sharing – Post or repost (something) on a website. Email – Messages distributed by electronic means from one computer user to one or more people. Attachment – A computer file sent with an email. Digital Footprint – The information about a person that exists on the Internet as a result of their online activity.	Being able to use technology safely and effectively is important for future education and work It is important to keep ourselves safe online.	Workshops Visitors
Purple Mash 2.6 Creating Pictures cc art IT	What is digital artwork?	How do you create pictures online?	Uses technology purposefully to manipulate digital content: including creating digital artwork -Uses technology purposefully to organise digital content: including presenting, saving and retrieving	Log-in details - A code or words that are needed to open a computer programme Retrieve work -A way to open up again the work that you have done 2 paint a picture -A computer painting programme Save work -The button to press to save the work you have just done Pen thickness -A tool to change the thickness of the paint brush	Is it more environmentally friendly to create digital artwork? CAD Graphic designers, games design	

				<p>Style to paint -Choices of painting programmes</p> <p>Colour palette -Colours or shapes within computer</p> <p>Fill tool -A way to instantly fill an area with colour</p> <p>Eraser - A tool to rub out mistakes</p> <p>Undo -A way to take-away what you did</p> <p>Redo - A way to replace what you did</p> <p>Zoom in - Making it larger</p> <p>Zoom out - Making it smaller</p>		
<p>Effective searching</p> <p>cc history: Explorers IT</p>	<p>What is effective searching?</p>	<p>How do you search effectively?</p>	<p>-Understands the terminology and processes associated with searching on the internet</p> <p>-Uses technology purposefully to organise digital content: including presenting, saving and retrieving</p> <p>-Uses technology purposefully to manipulate digital content: including creating digital artwork</p>	<p>Easter egg – something you wouldn't expect to find</p> <p>Internet – network that is used across the world.</p> <p>Internet browser –used to locate and display Web pages.</p> <p>Search – To look for information. In this case on the Internet.</p> <p>Search engine – A program that searches for information</p> <p>Spoof website – a website that gives pretend/fake information</p> <p>Website – A set of related information on one site</p>	<p>Extinction – dinosaurs – relate to present day</p> <p>Essential skills for world of work</p> <p>Keeping safe online</p>	
<p>Purple Mash Unit 2.1 Coding</p> <p>Computer science & IT</p>	<p>What is coding?</p>	<p>Why do people code?</p>	<p>-Debugs simple programs</p> <p>-Uses logical reasoning to predict the behaviour of simple programs</p> <p>-Understands that algorithms are implemented as programs on digital devices</p>	<p>Algorithm – a precise set of step-by-step set instructions to achieve an objective</p> <p>Alert – Shows a pop up of text on the screen</p> <p>Bug – a problem in a computer program</p> <p>Code design – design what the program will look like and do</p> <p>Debug/debugging – Looking for any problems and fixing them</p> <p>Command – a single instruction</p> <p>Event – something that cause a block of the code.</p>	<p>Problem solving skills learnt through coding are essential for engineers</p> <p>Games/app designers, programmers</p>	

				<p>If – if this happens then another action will occur</p> <p>Timer – use this to set a timer</p> <p>Simulation – model that represent a real-life situation.</p>		
Purple Mash 2.8 Presenting ideas. cc link to a favourite topic IT	How we present our ideas?	What is digital content?	<p>-Uses technology purposefully to organise digital content: including presenting, saving and retrieving</p> <p>-Uses technology purposefully to manipulate digital content: including creating digital artwork</p>	<p>Concept map (mind map) – A tool for organising and representing knowledge. They form a web of ideas which are all interconnected.</p> <p>Quiz - A test of knowledge, especially as a competition between individuals or teams as a form of entertainment.</p> <p>Narrative - A speech or talk in which a new product, idea, or piece of work is shown and explained to an audience.</p> <p>Node - A way to represent a concept or idea using text and/or images.</p> <p>Non-fiction - Informative or factual writing.</p> <p>Audience - The people giving attention to something.</p> <p>Animated - A process by which we see still pictures appear to move.</p> <p>Presentation - A speech or talk in which a new product, idea, or piece of work is shown and explained to an audience.</p>	Engineering – sharing ideas; putting forward proposals Learning skills which can be used in future study and throughout lifetime; advertising, graphic design; teaching	

YEAR 3

Topic name	Learning question/s	Main EYFS/NC focus	Objectives to be covered	Key vocabulary	Curriculum themes	Enrichments
Purple Mash unit 3.2 Online Safety Digital literacy & IT	What is online safety?	How can I stay safe online?	<p>-Knows what makes a password safe, how to keep a password safe and the consequences of not doing so.</p> <p>-Understands the importance of age restrictions on digital media.</p> <p>-Identifies a range of ways to report concerns about inappropriate</p>	<p>Password – a secret word, phrase or combination of letters/numbers to get into a website.</p> <p>Internet – a computer network with information.</p>	<p>Impact of what we share may have on our futures; possibilities of online world for jobs</p> <p>Questioning online content: how it makes us feel; is it true; has the</p>	Workshops

			content and contact, including cyber-bullying	<p>Blog – a website or webpage used by a group or individual to have a conversation.</p> <p>Concept map – a diagram to show how objects or ideas are connected.</p> <p>Username – an identification used by a person to get into an online service.</p> <p>Website – a set of related web pages, located under a name.</p> <p>Webpage – a page on line that makes up one screen of a website.</p> <p>Spoof website – a website that uses dishonest designs to trick people.</p>	person been paid; how do our posts affect others?	
Purple Mash unit 3.4 Typing IT	What is typing?	What are the different software's available? How do I type?	-Uses a variety of software to accomplish given goals, including being able to touch type	<p>Posture – The correct way to sit at the computer.</p> <p>Top row keys – The keys on the top row of the keyboard.</p> <p>Home row keys – The keys on the middle row of the keyboard.</p> <p>Bottom row keys – The keys on the bottom row of the keyboard.</p> <p>Space bar – The bar at the bottom of the keyboard.</p> <p>Keyboard – the part of the computer that you press to type onto.</p> <p>Computer – an electronic device for storing information.</p> <p>Laptop – a computer that can be carried around easily.</p> <p>Shift key – a key that allows other keys to show extra symbols.</p> <p>Caps Lock – a key that causes all letters to become capitals.</p>	Computers/ electronic devices used in most jobs – typing skills improve efficiency	
Purple Mash unit 3.3 Spreadsheets cc maths: statistics and place value	What is a spreadsheet?	Who uses spreadhseets?	-Uses a variety of software to accomplish given goals, including being able to touch type -Uses technology effectively for communicating	<p>< > = – Symbols used to represent comparing two values. ($a < b$ means 'a is less than b'. $a > b$ means 'a is greater than b'. $a = b$ means 'a is equal to b'). These can be</p>	Essential for engineers – speeds up analysis and problem solving Used in many jobs	Visitors

			- Uses search technologies effectively; thinks critically about the accuracy of search results	combined, for example $a \leq b$ means 'a is equal to or less than b'. Advance mode – A mode of 2Calculate in which the cells have references and can include formulae. Copy and Paste – A way to copy information from the screen into the computer's memory and paste it elsewhere without re-typing. Columns – Vertical reference points for the cells in a spreadsheet.		
Purple Mash unit 3.5 Email IT	What is an email?	Who uses emails? What is the purpose of an email?	-Uses a variety of software to accomplish given goals, including being able to touch type -Uses technology effectively for communicating -Knows what makes a safe password, how to keep passwords safe and the consequences of not doing so -Identifies a range of ways to report concerns about inappropriate content and contact, including cyber-bullying	Communication – The sharing or exchanging of information by speaking, writing, or using some other medium such as email. Email – Messages sent by electronic means from one device to one or more people. Compose – To write or create something. Send – To make an email be delivered to the email address it is addressed to. Report to the teacher – A way in 2Email to tell the teacher if you have received an email that makes you feel upset or scared. Attachment – A file, which could be a piece of work or a picture, that is sent with the email. Address book – A list of people who you regularly send an email to. Save to draft – Allows you to save an email that you are working on and send it later. Password – A secret word, phrase or combination of letters, numbers and symbols that must be used to gain	Lower carbon footprint than past Essential within work environment Using emails safely	

				<p>admission to a site or application such as email.</p> <p>CC – A way of sending a copy of your email to other people so they can see the information in it.</p> <p>Formatting – Allows you to change the way the text of an email looks. For example, you can make the text bold or underline it.</p>		
<p>Purple Mash unit 3.1 Coding Computer science & IT</p>	<p>What is coding?</p>	<p>Who uses coding?</p>	<p>-Writes programs that accomplish specific goals, including simulating a physical system</p> <p>-Uses sequences and 'if statements' in programs</p> <p>-Understands variables in programming and uses a variable to create a timer</p>	<p>Action - Types of commands, which are run on an object. They could be used to move an object or change a property.</p> <p>Algorithm - A precise step by step set of instructions used to solve a problem or achieve an objective.</p> <p>Bug - A problem in a computer program that stops it working the way it was designed.</p> <p>Control - These commands determine whether parts of the program will run, how often and sometimes, when.</p> <p>Debug/Debugging - Looking for any problem in the code, fixing and testing them.</p> <p>Design Mode - Used to create the look of a 2Code computer program when it is run.</p> <p>Code Design - Design what your program will look like and what it will do.</p> <p>Command - A single instruction in a computer program.</p> <p>Code block - A group of commands that are joined together and are run when a specific condition is met or when an event occurs.</p>	<p>A variety of different engineers use coding in their jobs e.g. software engineers</p> <p>Engineers</p> <p>Children code in their leisure time – something to do to relax</p>	

Purple Mash unit 3.7 Simulations (or revisit coding if further practice is required) IT	What are simulations?	What is a program?	-Writes programs that accomplish specific goals, including simulating a physical system	Simulation - A computer simulation is a program that models a real-life situation. They let you try things out that would be too difficult or dangerous to do in real life.	A variety of different engineers use coding in their jobs e.g. software engineers Engineers Children code in their leisure time – something to do to relax	
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Year 4

Topic name	Learning question/s	Main EYFS/NC focus	Objectives to be covered	Key vocabulary	Curriculum themes	Enrichments
Purple Mash unit 4.2 Online Safety Digital literacy & IT	What is online safety? How do I stay safe online?	To understand the focus of being private. To understand how to stay safe online?	Has a deeper understanding of digital footprints and understands how to protect themselves from online identity theft -Recognises acceptable / unacceptable behaviour when communicating electronically -Understands the importance of balancing digital activities with other parts of their life	Computer virus – put on the computer to cause damage or copy information Cookies – generates information about the user Copyright – when the rights to something belong to a specific person. Digital footprint – information left behind after being online Email – messages sent by a electronic device. Identity theft – when a person pretends to be someone else. Malware – software that is designed to damage or gain unauthorised access to a computer system. Phishing – sending email pretending to be from a company in order to persuade people to give personal information Plagiarism – when you use someone else’s ideas and pretend they are yours	Emails and IT found in almost all types of jobs; emailing is a major way of communicating Positive and negative effects of being online; strategies to use if something upsets them/impacts negatively on their mental health	Workshops Visitors

				Spam Messages - sent over the internet to lost of people		
Purple Mash unit 4.7 Effective Searches IT	What is effective searching?	How can you search effectively?	Selects a variety of software to accomplish given goals -Presents digital content in effective ways, appropriate to the given audience	Easter egg – An unexpected or undocumented feature in a piece of computer software or on a DVD, included as a joke or a bonus. Internet – A global computer network providing a variety of information and communication facilities. Internet browser – A software application used to locate and display Web pages. Search – To look for information. In this case on the Internet. Search engine – A program that searches for and identifies items in a database. Used especially for finding sites on the World Wide Web.	Evaluating reliability of information Useful skills for most jobs and for further study Understanding validity of information; evaluating impact on wellbeing	
Purple Mash unit 4.4 Writing for different audiences IT	How do you write for different purpose?	What resources are available for writing different purposes?	Presents digital content in effective ways, appropriate to the given audience -Selects a variety of software to accomplish given goals	Font –the style of writing. Bold –Makes the font stand out. Italic – when the text is at an angle Underline –to draw a line under the font. Document – something written to provide information.	Zoos for conservation Graphic design; advertising	Secondary evidence for children to see
Purple Mash unit 4.3 Spreadsheets cc maths: statistics and place value IT	What are spreadsheets?	Why are spreadsheets important?	Uses spreadsheets effectively for planning actions and presenting data Uses 'if/else' statements in programs -Works with various forms of input and output	Average – comparing two values Columns – Vertical reference points for the cells. Equals tool – test whether the calculation are correct Cells – individual section of a spreadsheet grid. Copy and paste – copy information and put it somewhere else Charts – represents data into a graph.	Accountancy, running a business, young enterprise	

				Rows – horizontal reference point for the cells		
Purple Mash unit 4.1 Coding Computer science & IT	What is coding? Who uses coding? What jobs involve coding?	Who uses coding and why?	- Uses 'if/else' statements in programs - Designs and creates programs which include repetition - Works with various forms of input and output	Algorithm – step by step set of instructions to achieve an objective Alert – Shows a pop up of text on the screen Bug – a problem in a computer program Code design – design what the program will look like and do Debug/debugging – Looking for any problems and fixing them Command – a single instruction Event – something that cause a block of the code. If – if this happens then another action will occur Timer – use this to set a timer Simulation – model that represent a real-life situation	Important skill for citizens of future. Understanding how computers/ simple games work Computer systems engineer Programmers / games industry/ web developer/ app developer	
Purple Mash unit 4.6 Animation IT	What is animation?	How can you present in different ways?	-Presents digital content in effective ways, appropriate to the given audience -Selects a variety of software to accomplish given goals -Designs and creates programs which include repetition	Animation –Still picture appear to move. Flipbook – A book with pictures drawn in a way that makes them appear to move when the pages are flicked. Frame – A single image in an animation. Onion skinning – A process where the shadow image of the previous frame is present to help you line up the objects of the animation correctly. Background – A non-moving image that appears behind the animated images. Stop motion - A technique whereby the camera is repeatedly stopped and started, for example to give	Children learn how drawings can be turned into moving pictures Animation industry: films, TV, adverts, game design.	Making 3D animation books.

				animated figures the impression of movement. Video clip - A short piece of film or animation.		

Year 5

Topic name	Learning question/s	Main EYFS/NC focus	Objectives to be covered	Key vocabulary	Curriculum themes	Enrichments
Online safety Digital literacy & IT	What is online safety? What does it mean to be safe online? How can I stay safe online?	What is online safety?	Understands impact that sharing digital content can have; thinks critically about what they share online. -Knows how to maintain secure passwords. -Understands plagiarism and knows how to reference sources in their work.	Online safety - Staying safe online Smart rules - A set of rules based around the word SMART designed to help you stay safe when online. Encryption - converting information or data into a code, to stop access by people who shouldn't see it. Shared image - A picture that is shared online for other people to see Reference - Saying where we found the information from Reputable - Having a good reputation of being reliable and trustworthy Password - A code made up of letters, numbers and special characters Plagiarism - Copying someone else's work or ideas and pretending that it is your own Identity theft - Using another person's name and personal information in order to obtain credit, loans, etc.	Cyber-bullying	Workshops Visitors
Purple Mash unit Effective Searching cc research on rivers	What is effective searching?	How can you search effectively?	Uses search technologies effectively, appreciating how results are selected and ranked and is discerning in	Easter egg – An unexpected or undocumented feature in a piece of computer software or on a DVD, included as a joke or a bonus.	<i>By creating a database, understanding of searches is enhanced</i>	

			<p>evaluating digital content.</p> <p>-Understands impact that sharing digital content can have; things critically about what they share online.</p>	<p>Internet – A global computer network providing a variety of information and communication facilities.</p> <p>Internet browser – A software application used to locate and display Web pages.</p> <p>Plagiarism – when you use someone else’s ideas and pretend they are yours</p> <p>Reputable - Having a good reputation of being reliable and trustworthy</p> <p>Search – To look for information. In this case on the Internet.</p> <p>Search engine – A program that searches for and identifies items in a database. Used especially for finding sites on the World Wide Web.</p> <p>Spoof website – Website spoofing is the act of creating a website, as a hoax, with the intention of misleading readers that the website has been created by a different person or organisation.</p> <p>Website – A set of related web pages located under a single domain name.</p>	<p>Use of/creating databases fundamental skill for many roles including in schools</p> <p>Being able to search efficiently can save time and stress</p>	
<p>Purple Mash unit 5.1 Coding Computer science & IT</p>	<p>What is coding?</p> <p>Who uses coding?</p> <p>What jobs involve coding?</p>	<p>Who uses coding and why?</p>	<p>-Combines the use of variables, if/else statements and repeats to achieve the desired effect in code.</p> <p>-Uses logical reasoning to detect and correct errors in programs.</p> <p>-Controls or simulates physical systems</p>	<p>Action - Types of commands, which are run on an object. They could be used to move an object or change a property.</p> <p>Abstraction - A way of de-cluttering and removing unnecessary details to get a program functioning.</p> <p>Algorithm - A precise step by step set of instructions used to solve a problem or achieve an objective.</p> <p>Button - An object that can trigger an event in response to being clicked.</p> <p>Called - A line of code that triggers a function to be carried out.</p> <p>Co-ordinates - Numbers which determine the position of a point, shape or object in a particular space.</p>	<p>What jobs link to coding?</p>	

				<p>Decomposition - A method of breaking down a task into manageable components. This makes coding easier as the components can then be coded separately and then brought back together in the program.</p> <p>Event - Something that causes a block of code to be run.</p> <p>Function - A block or sequence of code that you can access when you need it, so you don't have to rewrite the code repeatedly. Instead, you simply 'call' the function each time you want it.</p> <p>If - A conditional command. This tests a statement. If the condition is true, then the commands inside the block will be run.</p>		
<p>Purple Mash unit 5.3 Spreadsheets</p> <p>cc maths: measurement and algebra</p>	<p>What are spreadsheets?</p>	<p>Why are spreadsheets important?</p>	<p>Uses more complex formulae, including text variables, in spreadsheets for planning actions and solving problems</p>	<p>Spreadsheet - A computer programme that represents information in a grid of rows and columns.</p> <p>Formula - A formula calculates the value for the cells based upon all the values of the other cells in the spreadsheet e.g., adding the numbers to find the total</p> <p>Rows - Horizontal reference points for the cells in a spreadsheet</p> <p>Average - Symbols use to represent comparing two values</p> <p>Charts - A variety of graph types for the data in the spreadsheet</p> <p>Cells - Individual sections of a spreadsheet grid. It contains data or calculations</p> <p>Columns - Vertical reference points for the cells in a spreadsheet</p> <p>Copy and paste - A way to copy information from the screen into the computer's memory and paste it elsewhere without re-typing.</p>	<p>Accountancy, running a business, young enterprise</p>	

				<p>Random tool - This can be clicked to give a random value between 0 and 9 to a cell</p> <p>Advance mode - A mode of 2Calculate in which cells have references and can include formulae</p> <p>Timer - When placed in a spreadsheet, click the timer to add 1 to the value of every cell to its right every second until it is clicked again and stopped.</p> <p>Equals tool - Test whether the entered calculation in the cells to the left of the tool has the correct answer in the cell to the right of the tool.</p> <p>Spin tool - This adds or subtracts 1 from the value of the cell to its right</p> <p>Move cell tool - This tool makes a cell's contents moveable by drag and drop methods.</p>		
<p>Purple Mash unit 5.6 3D Modelling cc maths: geometry</p>	<p>What is 3D? What is modelling?</p>	<p>What is 3D modelling? Why is it important today?</p>	<p>Uses 3D modelling effectively to design for a given purpose</p>	<p>Modelling - The activity of making models</p> <p>Viewpoint - A person's point of view or opinion</p> <p>2D - Something that has only two dimensions- height and width</p> <p>CAD - Computer Aided Design allows you to design a 3D object or environment in 2D and then view it from many angles on a screen thus appearing 3D</p> <p>Net - A pattern that you can cut and fold to make a model of a solid shape</p> <p>Polygon - An object with at least 3 straight sides and angles, and typically 5 or more.</p> <p>Points - An exact position or location on a 2D surface</p> <p>3D - Something that has 3 dimensions- height, width and depth</p> <p>3D Printing - The action or process of making a physical object from a 3-dimensional digital model- typically by</p>	<p>Designing props and sets for films (like Harry Potter World)</p>	<p>Linked to pizza making and DT.</p>

laying down many layers of a thin material in succession.
Template - Something that serves as a model for others to copy

Year 6

Topic name	Learning question/s	Main EYFS/NC focus	Objectives to be covered	Key vocabulary	Curriculum themes	Enrichments
Online safety	<p>What is online safety?</p> <p>What does it mean to be safe online?</p> <p>How can I stay safe online?</p>	How can I stay safe online?	<p>Identifies the benefits and risks of giving personal information and device access to different software</p> <p>-Understands how appropriate online behaviour protects them from online dangers, bullying and inappropriate behaviour of others</p> <p>-Understands the positive and negative aspects of technology and can balance these opposing views</p>	<p>Digital Footprint – The information about a person that exists on the Internet as a result of their online activity.</p> <p>Password - A code made up of letters, numbers and special characters</p> <p>PEGI rating – a rating that shows what age a game is suitable for.</p> <p>Phishing – sending email pretending to be from a company in order to persuade people to give personal information</p> <p>Screen time – The duration of time that someone views device such as a computer, television, or games console.</p> <p>Spoof website – Website spoofing is the act of creating a website, as a hoax, with the intention of misleading readers that the website has been created by a different person or organisation.</p> <p>Personal information – data that can be used to identify, locate, or contact an individual</p> <p>Appropriate – something that is suitable or proper in the circumstances.</p>	<p>Range of job applicants looked at</p> <p>Impact of what we share may have on our futures; possibilities of online world for jobs</p> <p>Questioning online content: how it makes us feel; is it true; has the person been paid; how do our posts affect others?</p>	Workshops Visitors
Travel Blogging	<p>What is a blog?</p> <p>Why do people blog?</p>	Why do people blog?	<p>Evaluates effectiveness of digital content for given audiences and purposes</p> <p>(MOVED FROM NETWORKING UNIT) - Understands networks</p>	<p>Collaborative - produced by or involving two or more parties working together.</p> <p>Icon - a widely known symbol</p> <p>Blog – a website or webpage used by a group or individual to have a conversation. Things are posted on a regular basis.</p> <p>Blogging – The act of creating a blog</p>	<p><i>Creating and evaluating reliability of online content</i></p> <p>Can make a career of blogging</p>	Looking at blog. Videos

			and how they can provide multiple services, such as the World Wide Web, and opportunities for communication and collaboration	<p>Blogger – A word for someone who creates and posts the blog</p> <p>Blog post – The item people see in which they can respond to within the comments</p> <p>Blog page – The location that the blog post can be found</p> <p>audience - A group of people gathered to see or hear something</p> <p>Advertisements - Whenever people give information to the public about an event, a product, or a service, they are using advertising.</p> <p>Sponsored posts - Refers to any social media post that includes paid promotion. Sponsored posts are typically bought to increase reach, engagement, or brand awareness.</p> <p>Affiliate - a person or group that is connected with another similar, larger group.</p> <p>Effectiveness - Able to make happen or change something</p>	Writing for pleasure; questioning blog content and evaluating impact on wellbeing and whether author is being paid	
Spreadsheets	What is a spreadsheet?	Why do people use spreadsheets? Which jobs involve spreadsheets?	<p>-Understands the positive and negative aspects of technology and can balance these opposing views.</p> <p>-Evaluates effectiveness of digital content for given audiences and purposes</p> <p>-Uses spreadsheets for 'real-life' computational modelling and problem solving</p>	<p>Cell - a single block in a spreadsheet.</p> <p>Cells - the 'building blocks' of a spreadsheet.</p> <p>Row - a horizontal collection of cells.</p> <p>Column - a vertical collection of cells.</p> <p>Value - a number that has been entered into a cell.</p> <p>Data - information that has meaning/purpose.</p> <p>Spreadsheet - the entire collection of data.</p> <p>Formula - an equation based on multiple cells.</p> <p>Format - to organise and arrange things in a certain way.</p> <p>Variable - something that can be changed.</p> <p>Graph - a visual representation of data.</p>	<p><i>Building on existing knowledge</i></p> <p>Used to support analysis in science and engineering</p> <p>Universal tool – common in most businesses and establishments</p>	

Coding	<p>What is coding?</p> <p>Who uses coding?</p>	What jobs involve coding?	<p>-Organises code into Functions and Call Functions to eliminate surplus code in a program</p> <p>-Solves problems by decomposing them into smaller parts</p> <p>-Designs programs using their choice of objects, using variables to keep track of the properties of objects</p>	<p>Event - Something that causes a block of code to be run.</p> <p>Flowchart - A diagram which represents an algorithm. Function - A block or sequence of code that you can access when you need it, so you don't have to rewrite the code repeatedly. Instead, you simply 'call' the function each time you want it.</p> <p>Get Input - This puts the text that a user types into the computer's temporary memory to be used to control the program flow.</p> <p>If/Else - A conditional command. This tests a statement. If the condition is true, then the commands inside the 'if block' will be run. If the condition is not met, then the commands inside the 'else block' are run.</p> <p>Launch Command - A command that launches another program within the existing program.</p> <p>Number Variable - A variable that is numerical</p> <p>Nested - When you write a command inside something else e.g. a block of commands could be nested inside a timer.</p> <p>Object - An element in a computer program that can be changed using actions or properties. In 2Code, buttons, characters and vehicles are types of objects.</p> <p>Predict - Say what you think will happen when a piece of code is run.</p> <p>Procedure - A set of coded instructions that perform a certain task.</p> <p>Prompt - A question or request asked in coding to obtain information from the user in order to select which code to run.</p>	<p>A variety of different engineers use coding in their jobs e.g. software engineers</p> <p>Engineers</p> <p>Children code in their leisure time – something to do to relax</p>	Visitors from airport, Vauxhall etc.
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