

Computing Curriculum Overview

Computing follows the Purple Mash scheme, with every year group covering computer science, information technology and digital literacy. Programming builds each year, from creating and following instructions in Year 1 to text-based Logo in Year 4, game creation and external devices in Year 5, and Python in Year 6.

Year	Units	Additional units
Year 1	Introduction to Purple Mash · Creative Computing · Data Explorers · Creating and Following Instructions · Animated Stories · Coding · Technology Around Us · Making Beats	—
Year 2	Creating Pictures · Making Music · Spreadsheets · Route Explorers · Questioning · Coding · Presenting Ideas · The Internet	Introduction to Purple Mash
Year 3	Touch Typing · Email · Route Planners · Spreadsheets · Coding · Presentations · Branching Databases	Introduction to Purple Mash · micro:bit
Year 4	Animation · Unpacking Hardware and Software · Sound Stories · Logo · Effective Searching · Coding · Composing Beats · Introduction to AI	Introduction to Purple Mash · micro:bit
Year 5	Quizzing · Databases · Game Creator · Spreadsheets · Coding · Word Processing · Concept Maps	Introduction to Purple Mash · Coding: External Devices · micro:bit
Year 6	Blogging · Networks · Graphing · Data Detectives · Coding · 3D Modelling · Spreadsheets · Introduction to Python	Introduction to Purple Mash · Binary · micro:bit