

Our Intent is: “To provide our children with a range of technological skills, exposing them to the immense value of technology, whilst also ensuring they understand the importance of staying safe online”



Forton Primary School
Nicky Nook Computing – Year A

Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<u>Introduction to PM (1)</u>	<u>Creating Pictures (2)</u>	<u>Spreadsheets (2)</u>	<u>Animated Stories (1)</u>	<u>Coding (2)</u>	<u>Coding (2)</u>
This unit introduces Purple Mash to children and the essential basic knowledge and skills required for the KS1 units. Through a range of activities, children will learn about 2Dos, saving work and navigating to key areas. • Logging in and out of Purple Mash • Opening and using 2Dos • Saving work in the Work area	This unit lets children explore digital art creation through the use of a digital art tool 2Paint A Picture. Children learn about famous art styles and how a digital art tool can be used to reproduce art in that style. • Painting in different styles • Learning about famous art styles • Creating portfolio of digital art	This unit teaches children the basics of using spreadsheets with 2Calculate, focusing on how to enter, organise, and manage data in rows and columns. • Understanding rows and columns • Inserting images with values • Using totalling tools • Creating graphs	In this unit children create digital books using the 2Create a Story tool. They learn how to work with images, text and sound. Children also learn how to animate simple objects. • Creating digital art and text • Adding animation to images • Adding sound	This unit introduces children to coding using the block coding tool, 2Code. Children will explore simple instructions and relate this to code blocks. By the end of this unit, children will be able to make a simple program. • Using blocks to code • Understanding objects, actions and events • Planning and designing a program	This unit builds on the coding skills and knowledge from the previous unit. Children will explore, modify and create programs that includes the use of timers and button objects. • Understanding algorithms • Introducing sequencing • Coding interaction between objects • Using timers and debugging
<u>Creative Computing (1)</u> This unit gives children the opportunity to develop their mouse, keyboard and basic computing skills using creative tools. Children will use the 2DIY tools to paint, create jigsaws and make simple drag and drop games. • Making digital art • Making and sharing jigsaws • Making a drag and drop game					

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Nicky Nook Computing – Year B

Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<u>Introduction to PM (1)</u> This unit introduces Purple Mash to children and the essential basic knowledge and skills required for the KS1 units. Through a range of activities, children will learn about 2Dos, saving work and navigating to key areas. • Logging in and out of Purple Mash • Opening and using 2Dos • Saving work in the Work area	<u>The Internet (2)</u> This unit introduces children to the fundamentals of the internet, including its purpose, how we access it, and how to use it safely and effectively. • Defining the World Wide Web and the internet • Recognising different hardware • Understanding websites, web pages and browsers	<u>Questioning (2)</u> In this unit, children will explore how to ask questions to collect useful information. They will learn to organise data using tally charts, pictograms, and simple branching databases to help sort and identify objects. • Asking questions to collect data • Using 2Count to present data • Using a branching database	<u>Creating and Following Instructions (1)</u> This unit forms the basis for understanding simple algorithms and algorithmic thinking. This is a foundational unit, introducing the basis of logical thinking in preparation for coding. • Following instructions • Creating Instructions • Understanding simple algorithms	<u>Presenting Ideas (2)</u> In this unit, children will learn how to present ideas using the concept mapping tool, 2Connect. They will organise information using the features of a concept map, and think about how to present their thoughts clearly to an audience. • Using and making mind maps • Using a mind map as a presentation tool	<u>Technology Around Us (1)</u> The focus in this unit is defining and understanding what technology is. Children will relate this to school, home, outside and to its use in the wider world. • Understanding what technology is • Recognising technology in the local environment and wider world
<u>Route Explorers (2)</u>	<u>Data Explorers (1)</u>	<u>Making Beats (2)</u>			
This unit allows children to code using the tool, 2Go. Children learn to build simple algorithms to move a screen turtle along routes.	This unit introduces children to using software tools to group and sort recognisable	This unit introduces digital music. Children will use the tools 2Explore and 2Beat to			

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• Considering direction and distance • Creating commands • Building an algorithm	objects. By the end of the unit, children have the opportunity to collect simple data and present it in a pictogram. • Sorting and grouping items • Understanding what data is • Representing data accurately	make their own digital music. • Creating sounds using 2Explore • Combining instruments using 2Beat • Composing digital music			
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