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
Pendle Computing – Year A

Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Introduction to Purple Mash	**Game Creator (5)**	**Spreadsheets (6)**	**Coding (See breakdown below)**	**Word Processing (5)**	**3D Modelling (6)**
An optional introduction to Purple Mash and the essential skills for all.	This unit allows children to learn more about the world of gaming. Children will design and make their own 3D maze adventure game using the 2DIY3D tool, assessing the effectiveness of their own and other's creations. • Exploring the features of a good game • Designing and making sprites and the game world • Evaluating the playability of games	This unit introduces children to spreadsheets using industry standard software. Children will explore how to create spreadsheets and use their functionality to support real-world decision-making and problem-solving. • Performing calculations • Entering and using formulae • Presenting data • Solving real life problems	Children will learn about the importance of simplifying code, as well as how tags, functions and different variable types can be used within a program. Coding efficiently by refining code • Simulating a physical system • Exploring decomposition and abstraction • Using functions and variables	This unit introduces children to word processing by using industry standard software. Children will explore how to edit, format and create their own documents. • Creating documents • Using images • Entering and editing text • Using tables and templates	This unit explores 3D Modelling design using the CAD software, 2Design and Make, on Purple Mash. It guides children to create, refine and evaluate models with creativity and purpose. • Working with viewpoints of 3D objects • Adding and editing points on a model • Designing for a purpose

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Quizzing (5)	**Graphing (6)**	**Micro:bit (5)**			
This unit introduces children to the process of designing and creating interactive quizzes using Purple Mash's 2Quiz tool. • Evaluating the features of a good quiz • Choosing appropriate question types • Making use of feedback and titles • Testing and editing quizzes	This unit explores the benefits of creating common graph types, digitally. Children will create a range of familiar graph types using the 2Graph and 2Calculate tools, • Creating a range of graph types • Incorporating multiple datasets • Using graphs to solve a problem • Exporting and importing files	Explores the use of the temperature sensor and pins on the micro:bit as well as sensors and inputs covered previously. Includes an emulator for schools without micro:bits. • Exploring sensor inputs and the accelerometer • Using selection, variables, inputs and outputs • for the micro:bit pins			

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Forton Primary School
Pendle Computing – Year B

Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Introduction to Purple Mash	**Databases (5)**	**Concept Maps (5)**	**Introduction to Python (6)**	**Spreadsheet (5)**	**Data Detectives (6)**
An optional introduction to Purple Mash and the essential skills for all.	This unit introduces children to databases beyond branching databases. Children will create their own databases as well as query existing databases to find information that they are being asked for. • Understanding records and fields • Creating a collaborative database • Searching databases • Analysing data	In this unit, children explore how concept maps can be used to organise, develop and present ideas using 2Connect. They will learn to create their own structured concept maps based on non-fiction topics and present their work clearly to an audience. • Creating concept maps • Presenting from a concept map • Making collaborative concept maps	Introducing text-based Python coding using the Python in Pieces plat form. Python in Pieces translates between block-code and Python. • Comparing block and text code views • Coding for text output • Working with different datatypes • Coding repetition in Python	Through measurement conversions, graphing, weather analysis, budgeting, and planning a holiday, children learn how spreadsheets support real-world decision-making. • Using formulae • Exploring measurement conversions • Predicting results and identifying patterns • Real world decision making	This unit introduces children to Data Detectives, an interactive set of databases challenges that children work through. Children will be expected to interpret information being requested and query databases to find the information. • Filtering and sorting data • Grouping data • Linking tables

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Networks (6)	**Blogging (6)**	**Coding (See breakdown below)**	**Micro:bit (6)**		
This unit allows children to learn more about what networks are, what they do and how they connect devices. Children also consider the safety aspects of networks, • Identifying examples of networks • Recognising types of networks • Understanding internet services • Discussing positive and negative use of networks	This unit allows children to explore blogs and their features, including how they can be used to engage an audience effectively. • Planning the theme, content and structure • Writing, editing and publishing a blog post • Understanding blog moderation • Reviewing and commenting on blog posts	Children will learn how to use cloning and hotspots within their programs. They will use more complex flowcharts to help them test and debug existing simulations, building up to developing a text-based adventure game. • Using functions • Understanding flowcharts and control simulations • Coding for user input	This unit introduces children to using micro:bits to collect data on environmental conditions. Children will create programs that use the micro:bit's pin input to create outputs. • Using the micro:bit as a data logger • Measuring, recording and analysing environmental data • Collecting data and exporting to graphical software		

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Forton Primary School Coding Breakdown – Year A						
Title	**Coding Efficiently**	**Simulating a Physical System**	**Datatypes**	**User Input**	**Code Comprehension and Debugging**	**Flowcharts and Control Simulations**
Year and lesson number	**Year 5 Lesson 1**	**Year 5 Lesson 2**	**Year 5 Lesson 5**	**Year 6 Lesson 3**	**Year 5 Lesson 6**	**Year 6 Lesson 4**

Forton Primary School Coding Breakdown – Year B						
Title	**Using Cloning**	**Using Hotspots**	**Decomposition and Abstraction**	**Functions**	**Using Program Design Documents**	**Text – Based Adventures**
Year and lesson number	**Year 6 Lesson 1**	**Year 6 Lesson 2**	**Year 5 Lesson 3**	**Year 5 Lesson 4**	**Year 6 Lesson 5**	**Year 6 Lesson 6**