

## Marsh Green Primary School

## **Computing**

The use of information and technology is an integral part of the national curriculum and is a key skill for everyday life.

Computers, tablets, programmable robots, digital and video cameras are a few of the tools that can be used to acquire, organise, store, manipulate, interpret, communicate and present information.

At Marsh Green Primary School we recognise that pupils are entitled to quality hardware and software and a structured progressive approach to the learning of the skills needed to enable them to use it effectively.

## **Units by Year Group – Single Age Classes**

Theme	Key:																															
	Coding and Computational thinking				Spre	eadshe	ets	ts		rnet nd nail	Ar		rt and Vesign		Music	lusic		Database graph				Writin Prese		-				Commu and ne				
Week	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	3	80	31
YEAR 1	Unit 1.1 Online Safety & Exploring Purple Mash Weeks – 4 Programs – Various				Gro & So Wee	rams			IS	Programs –		Unit 1.5 Maze Explorers Weeks – 3 Programs – 2Go		Anima		ns –			Unit 1.7 Coding Weeks – 6 Programs – 2Code				Unit 1 Spreadsh Weeks – Program 2Calculat			heets Techrout out sch 3 Weeks s – Progra		ims –				
Week	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	3	1 32
32			Jnit 2 Codin				nit 2.2 ne Saf		Unit 2.3 Spreadsheets						Init 2. estior			Unit 2.5 Effective Searching Weeks – 3			Creating Pictures			Unit 2.7 Making Music			Pr	Unit 2.8 Presenting Ideas				
YEAR		ks – S rams	5 - 2Co	ode		Week Progra Variou	ams –		Progi	<b>ks</b> – 4 r <b>ams</b> culate	ams –			<b>eks</b> – <b>gram</b> vestig	Question,		Programs – Browser		ns	Weeks Pr		<b>eks</b> – 5 <b>Programs</b> – PaintAPicture		Pro	Programs –		Pro	<b>Weeks</b> – 4 <b>Programs</b> – Various				



Week	1	2	3	4		5	6	7	8	3	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27 2	8	29	30	31	32	1
	Unit 3.1 Coding								Jnit ine	3.2 safe	ty		Unit 3.3 Spreadsheets				Unit 3.4 Touch Typing				Unit Em ng ei	ail				ranc	3.6 hing base	g	Unit 3 Simulat				Unit Graph		
YEAR 3	Nu	lumber of Weeks – 6					Weeks – 3 Programs –				We	<b>Weeks</b> – 3			Weeks – 4			<b>Weeks</b> – 6					Weeks – 4				Weeks – 3 Programs -			Weeks – 3 –		- 3			
	Main Programs – 2Code												Ŭ			<b>Programs –</b> 2Type			<b>Programs</b> – 2Connect, 2						<b>Programs</b> – 2Question				2Simulate, 2Publish			· ·			
Week	1	2	3	4	ŀ	5	6	7	8	3	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27 2	8	29	30	31	32	33
4		Unit 4.1 Coding						Unit 4.2 Online safety						Sp	Unit read		ets		Unit 4 Writing for d audiend Weeks – 5 Programs – 2			- different nces - 2Email,		ι	Unit 4.5 Logo eeks – 4 ograms –			Unit 4.6 Animation			Effe		nit 4.7 fective earch I		nit 4.8 rdware stigators
YEAR 4		Number of Weeks – 6 Main Programs – 2Code						<b>Weeks</b> – 4 <b>Programs</b> – Vario				ous		eks – gram	6 <b>s</b> – 2Calculate												Pro		/eeks – 3 rograms –			<b>eeks</b> – 3 ograms –		Wee	<b>ks</b> – 2
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Week	1	2	Ur	it 5. odina	1	5	6	L Onli	7 8 9 Unit 5.2 Online safety				11 S	_	13 t 5.3 dshee	1	15		5   17   18   19 Unit 5.4 Databases			Uni		22 23 24 nit 5.5 e Creator				Uni	.6   27   28   Init 5.6 Modelling		29   30   31 Unit 5. Concept N		it 5.7	7	
YEAR 5	Number of Weeks – 6 Main Programs – 2Code							Week Progr	ams				eks – gram		Calcu	ilato			e <b>eks</b> – 4			Weeks -										e <b>ks</b> – 4			
								Various			ΡΤΟĮ	51 0111	5-2	Carce	late		2Q	uesti	<b>grams</b> – estion, restigate			Programs –				2Design an Make					Programs 2Connect				



Week	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32
	Unit 6.1 Coding							Unit 6.2 line safe		U Spre	Unit 6.4 Blogging					Unit 6.5 Text Adventures					Unit 6.6 Networks			Unit 6.7 Quizzing								
YEAR 6*	Nun	nber o	of Wee	eks – (	5		Wee	<b>ks</b> – 2		Wee	eks –	5			Weel	<b>(s</b> – !	5				e <mark>ks</mark> –				We	eks -			ks – (			
	Mai	n Prog	grams	– 2Cc	ode		<b>Prog</b> Varic	r <mark>ams</mark> - ous		Pro	gram	s — 2	Calcu	llate	Progr	ams	- 21	Blog		Pro	grar 2C	<mark>ns</mark> − onn€		ode,						– 2Qı kit, 2Ir		

There is an optional unit 6.8 - Understanding Binary that can be used in addition to the above units. It is a four week unit.

