purple mash

Computing Scheme of Work

Quick Start Guide

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Introduction

The Purple Mash Computing Scheme of Work is a comprehensive set of resources aligned to the National Curricula for Computing, Technology and Digital Competence. The Scheme of Work is intended to facilitate teachers in achieving the very best outcomes for children. It exposes children to a wide variety of digital tools, technological skills, and innovations.

It contains everything that is needed to deliver inspiring and engaging lessons whilst allowing for the flexibility to meet individual school needs. Lessons are delivered from lesson plans with accompanying slide shows. We have included additional units that go beyond the expectations of National Curricula, whilst also providing 'Catch-Up' units to close gaps in learning. The scheme for Early Years (Reception) shows opportunities for using Mini Mash or Purple Mash as part of the Early Years classroom to support children in working towards early learning goals.

It is important to note that schools can move the order of units around to suit their curriculum intent. Additionally, they may wish to replace optional units with existing units, for example Unit 6.3 Spreadsheets – replaced with unit 6.9 Microsoft Excel.

Schools should utilise units in a way that meets their needs. They may want to truncate, adapt units or remove units from their curriculum design. If this is the case, it is important to check that full coverage of national requirements are met. At the end of each year group overview document, there is mapping of exactly which objectives are met by each unit for: The National Curriculum; Welsh Digital Competence Framework; Northern Ireland Levels of Progression and Scottish Curriculum for Excellence.

The Scheme of Work includes:

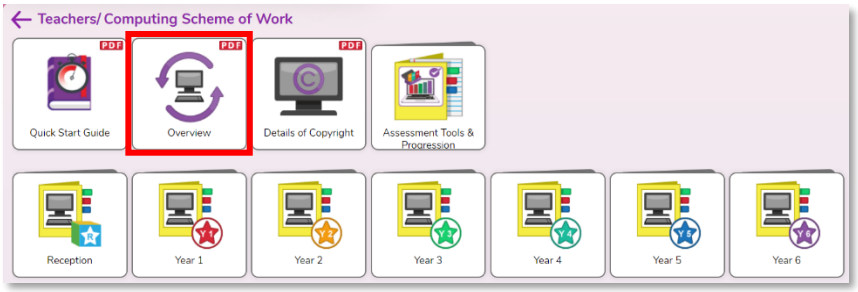
- All required pupil tools within Purple Mash. (No need to install or set up additional software)
- Lesson plans and accompanying slideshows.
- Utilisation of the Purple Mash cloud for saving work, and 2Dos for setting and marking work.
- Teacher videos for Coding and Spreadsheets.
- Whole Scheme and Year Group Overviews.
- Year Group Catch-Up Units of Work for Coding and Spreadsheets.
- Year Group Unplugged Units of Work.
- Assessment Tools – Excel, PDFs, Self-Assessment Progression Statements and Data Dashboard.
- Year Group Computing Vocabulary; sectioned for each unit.
- Year Group Knowledge Organisers.
- Resources; examples and child resources for lessons.
- Computing Leaders Toolkit – Sits alongside the Scheme of work; provides an array of tools for measuring and improving subject performance across the school in relation to all stake holders.

Overviews

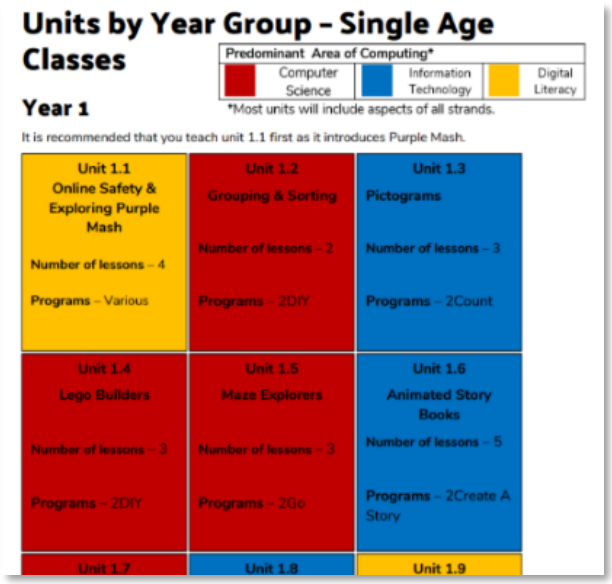
Familiarise yourself with the overviews, decide on any adaptations you may need to make and share with staff.

Whole Scheme Overview

Open the Scheme of Work and locate the main overview.

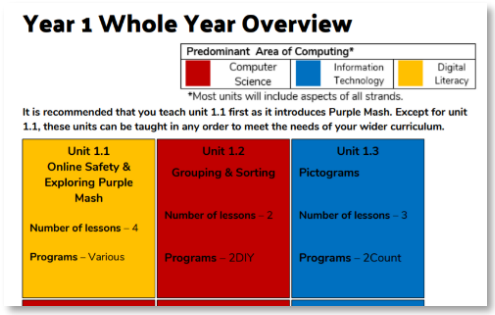


Look over each year group and the suggested number of lessons for each unit**.** Due to the nature of the EYFS curriculum, an overview is not present for reception age children. The scheme allows flexibility to change sequence and content. Mixed age overviews are also provided.



Year Group Overviews

These contain more detailed content of individual unit aims and success criteria as well as home nations* curriculum mapping.



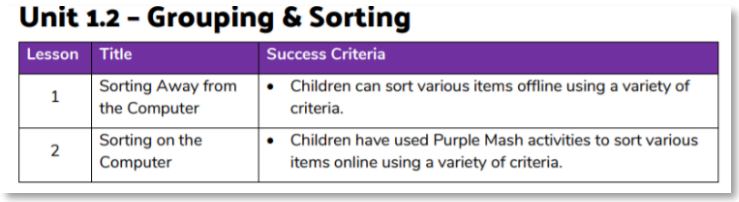
Year 1 Whole Year Overview

Predominant Area of Computing*: Computer Science | Information Technology | Digital Literacy

*Most units will include aspects of all strands.

It is recommended that you teach unit 1.1 first as it introduces Purple Mash. Except for unit 1.1, these units can be taught in any order to meet the needs of your wider curriculum.

Unit 1.1 Online Safety & Exploring Purple Mash	Unit 1.2 Grouping & Sorting	Unit 1.3 Pictograms
Number of lessons – 4	Number of lessons – 2	Number of lessons – 3
Programs – Various	Programs – 2DIY	Programs – 2Count



Unit 1.2 – Grouping & Sorting

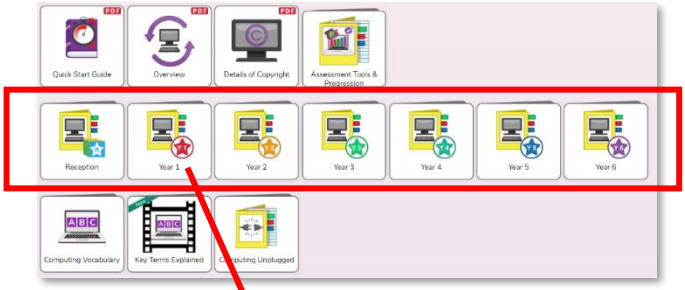
Lesson	Title	Success Criteria
1	Sorting Away from the Computer	• Children can sort various items offline using a variety of criteria.
2	Sorting on the Computer	• Children have used Purple Mash activities to sort various items online using a variety of criteria.

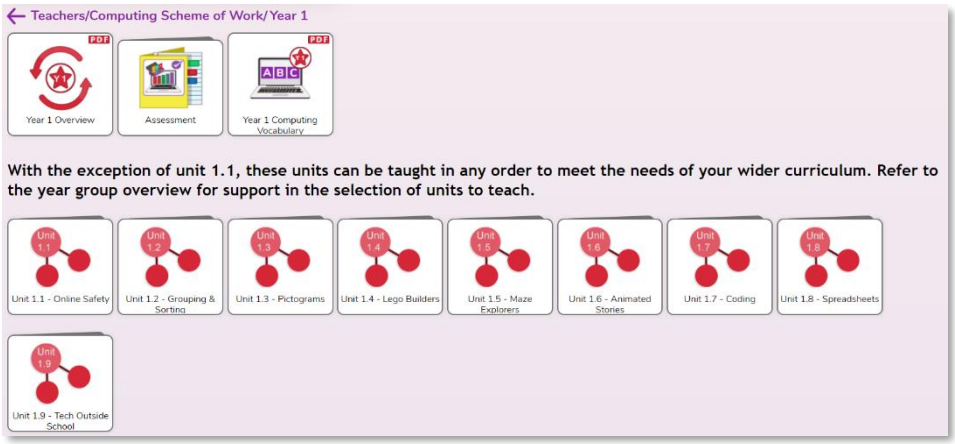
*

English National Curriculum Objectives (Key Stage 1) 11
Welsh Digital Competence Framework 12
Northern Ireland Levels of Progression and Desirable Features 14
Scottish Curriculum for Excellence (First Level) 15

Year Group Units of Work

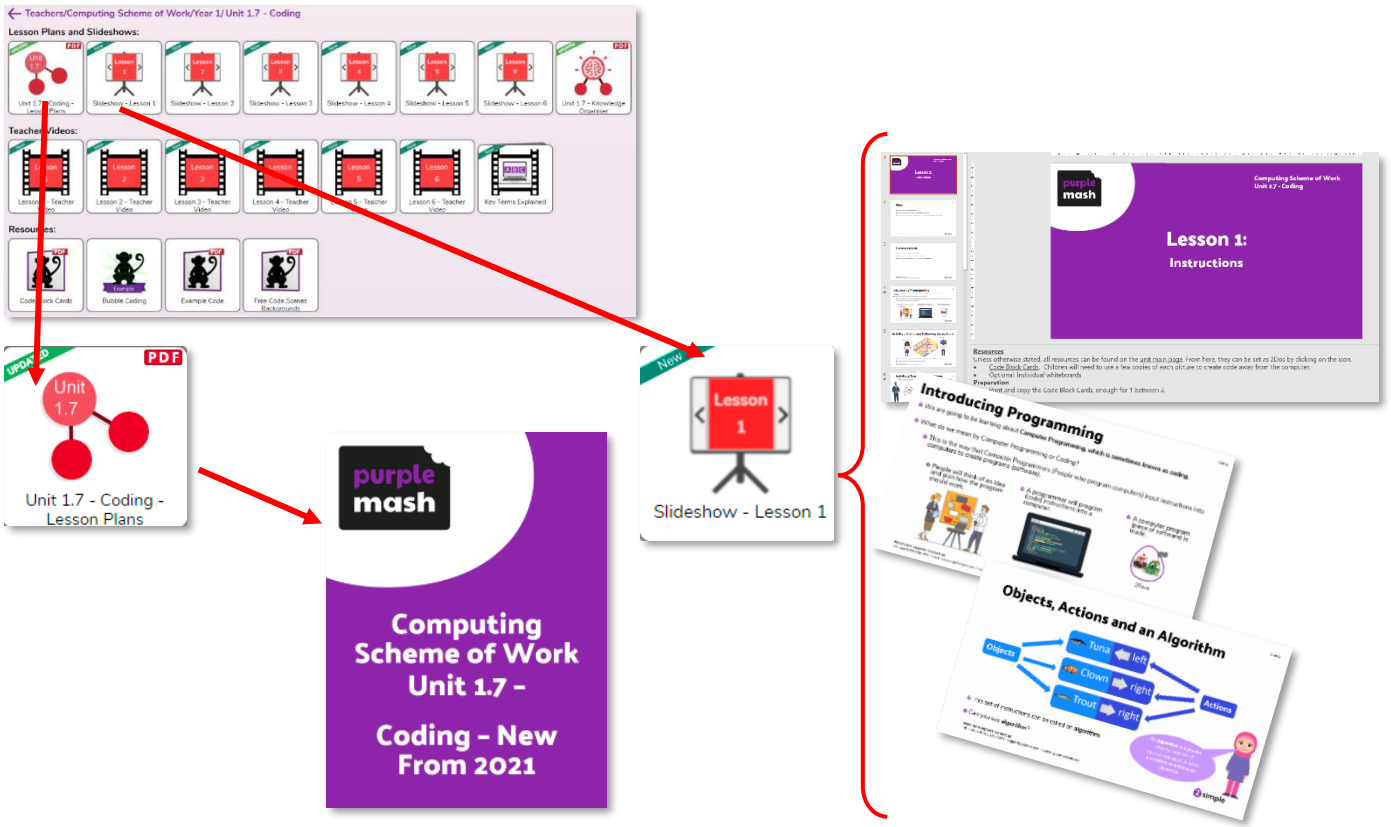
There is a page for each year group in the following format:





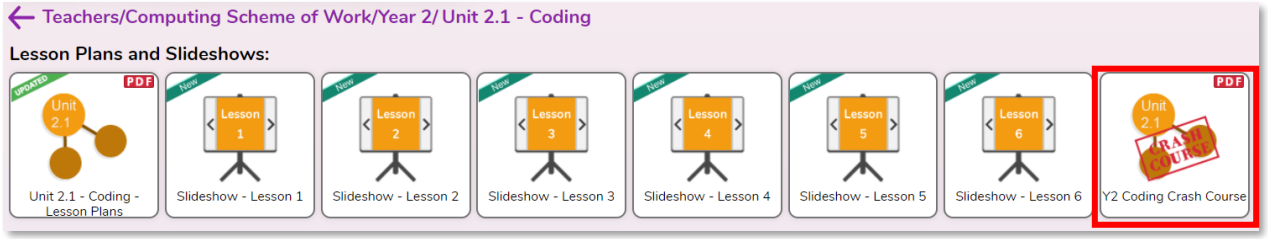
Individual Units

Within each unit page, you will find lesson plans with accompanying slideshows for each lesson, teacher guidance videos (coding/spreadsheets) and all required resources.



Catch-Up Units

Catch-Up units for Coding and Spreadsheets exist for Years 2 to 6. These are designed to close gaps. For example, pupils entering a junior school from a mix of different infant schools might have limited coding knowledge depending on their experiences. They might have Catch-Up Coding delivered to them in Year 3 and then the usual coding unit when they enter Year 4.



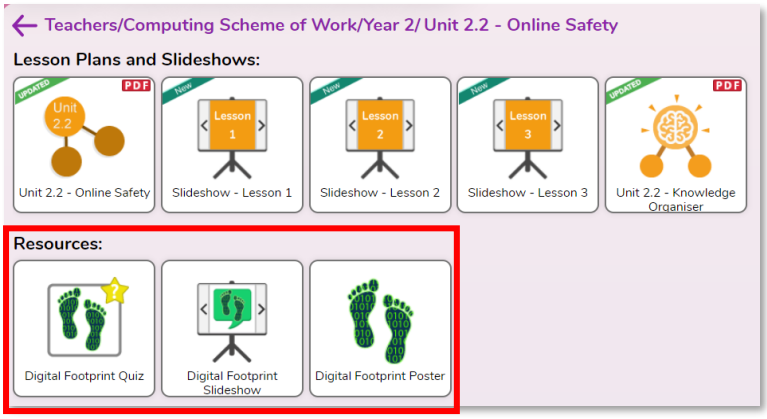
Slideshows

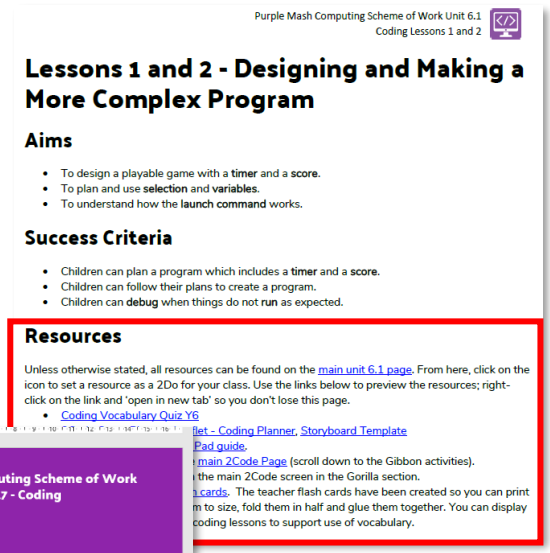
Each lesson has an accompanying slideshow that has been designed to enable you to teach in the most practical way possible without having to refer to any other documents or find links and resources during the lesson, freeing you to focus on what children are doing and how they are learning. To facilitate this:

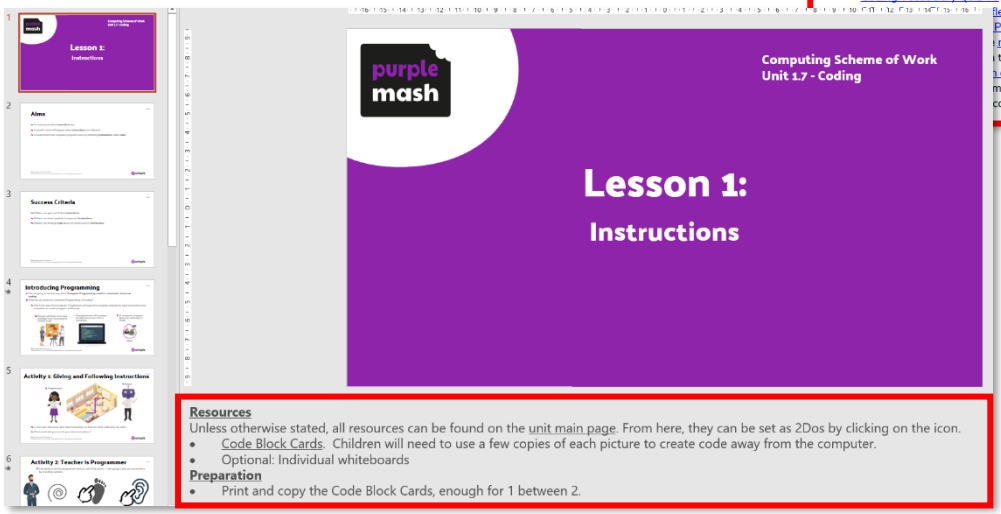
- **A consistent format:** Each slideshow starts with Aims and Success Criteria and finishes with the opportunity to assess against Success Criteria. All resources are listed in the notes section of the title page.
- **Practical considerations** when delivering the lesson: There is still a lesson plan document; it is there if you want it, but everything is on the slideshow. All the notes from the lesson plan document are repeated in the notes section of each slide. This means that you do not need the lesson plan document when teaching the lesson. In the usual scenario where you open the slideshow on your computer and play the slideshow to the class, the slides will display on your whiteboard for the children to see. The notes will appear on your own computer to refer to if necessary and see what slide is coming next or whether there is animation and what will happen when you click through the slide. View the slideshow in 'play' mode whilst planning to see what the children will be presented with. All slides are numbered: The numbers are referred to in the lesson plan document to help you navigate and find parts quickly when you are planning.
- **Examples**: The slideshows include clickable links to purpose-made examples to use for demonstration or to complete as a class.
- **Notes** have been kept to a minimum with questions and answers incorporated onto the slides and revealed during the animation of the slideshow to draw out children's understanding.
- **Teacher videos:** For Coding and Spreadsheets, we have included teacher videos for each lesson to clarify what is meant by the steps of the lesson.
- **An interactive experience:** The slideshows are designed not to simply be a wallpaper to the lesson whilst children work. They should not be a passive experience for children or teachers. They are interactive to enhance learning. Assistance is given to teachers through the questioning and the notes in how to draw out and deepen children's understanding.
- **Assessment**: Aids are incorporated seamlessly for formative and summative assessment these will help you to assess where children are at with their understanding.
- **A starting point:** All slides are editable should you wish to change the way that they are delivered.

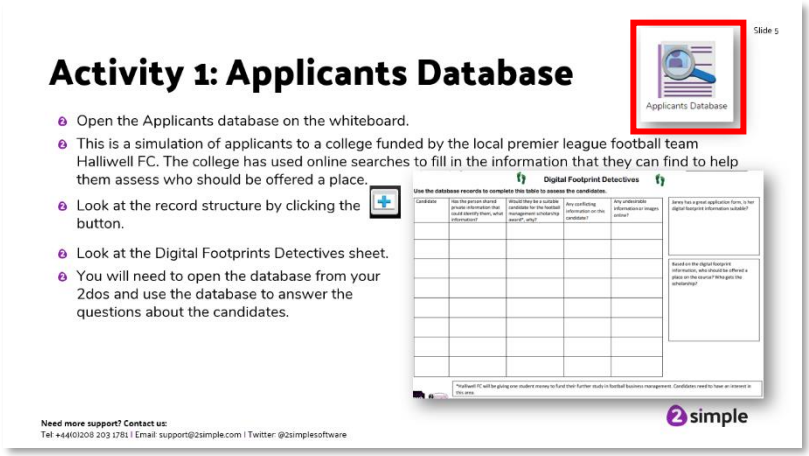
Resources and Tools

All the resources and tools needed to teach the units of work can easily be found in each unit lesson page under the resource section. Direct links to some resources are duplicated within the accompanying lesson slideshows to save having to locate them during the lesson. They are also listed in the lesson plan and in the notes section of the first slide of each slideshow so that you do not have to refer to more than one document whilst teaching.









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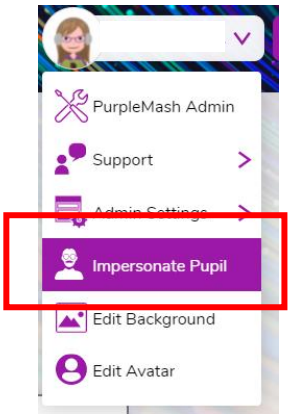
Tip:



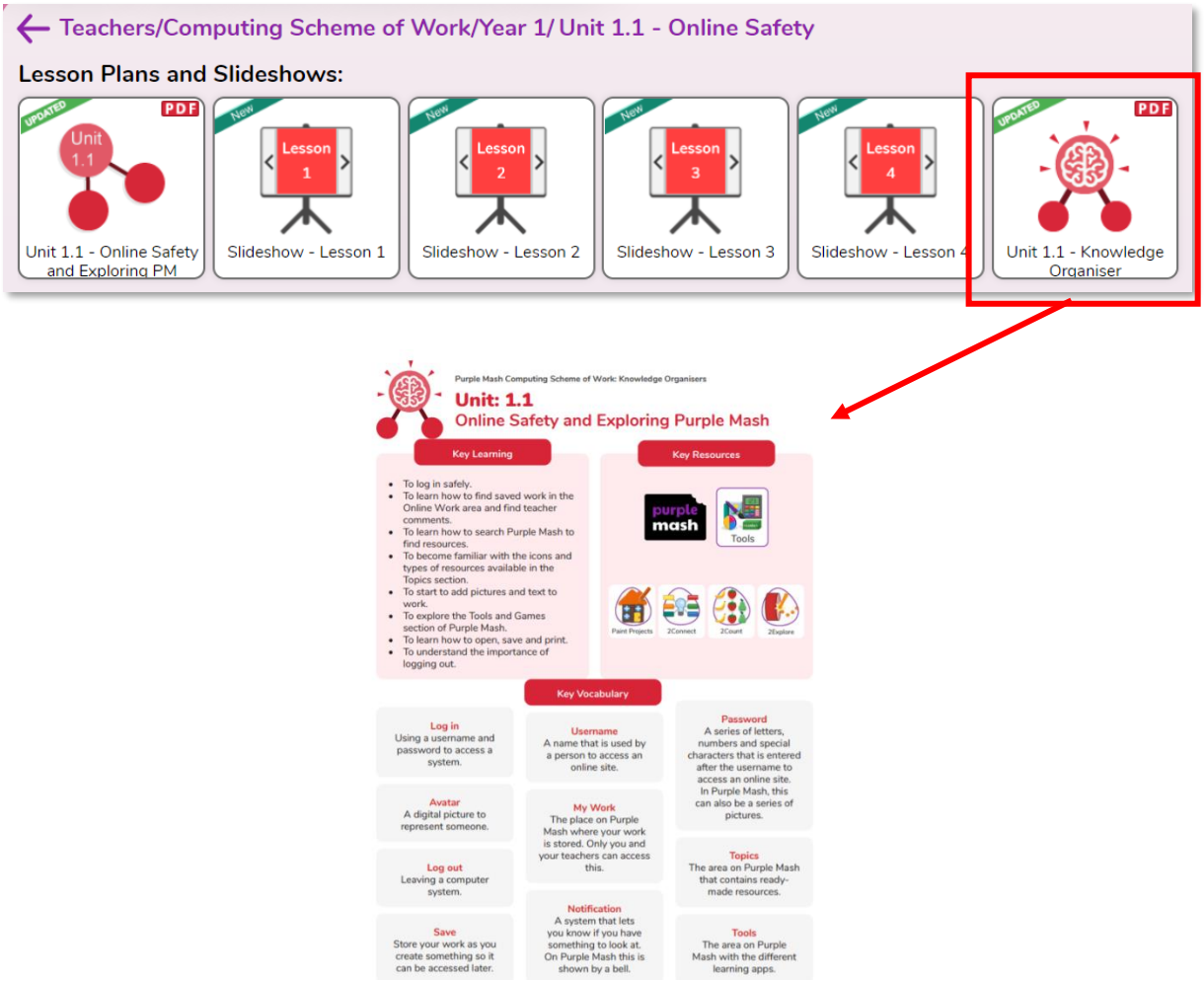
Use the 2Dos functionality to set resources needed for sessions to allow quick access for children. The resources section will detail which resources should be set as 2dos.

Familiarise yourself with how the children access core tools for units by impersonating a child using the Admin Tools.

Knowledge Organisers

Use the Knowledge Organisers to support learning during a unit of work. They can be used to introduce a unit to give children an overview of what they will be learning.

Knowledge Organisers can be found within every unit of work on Purple Mash.

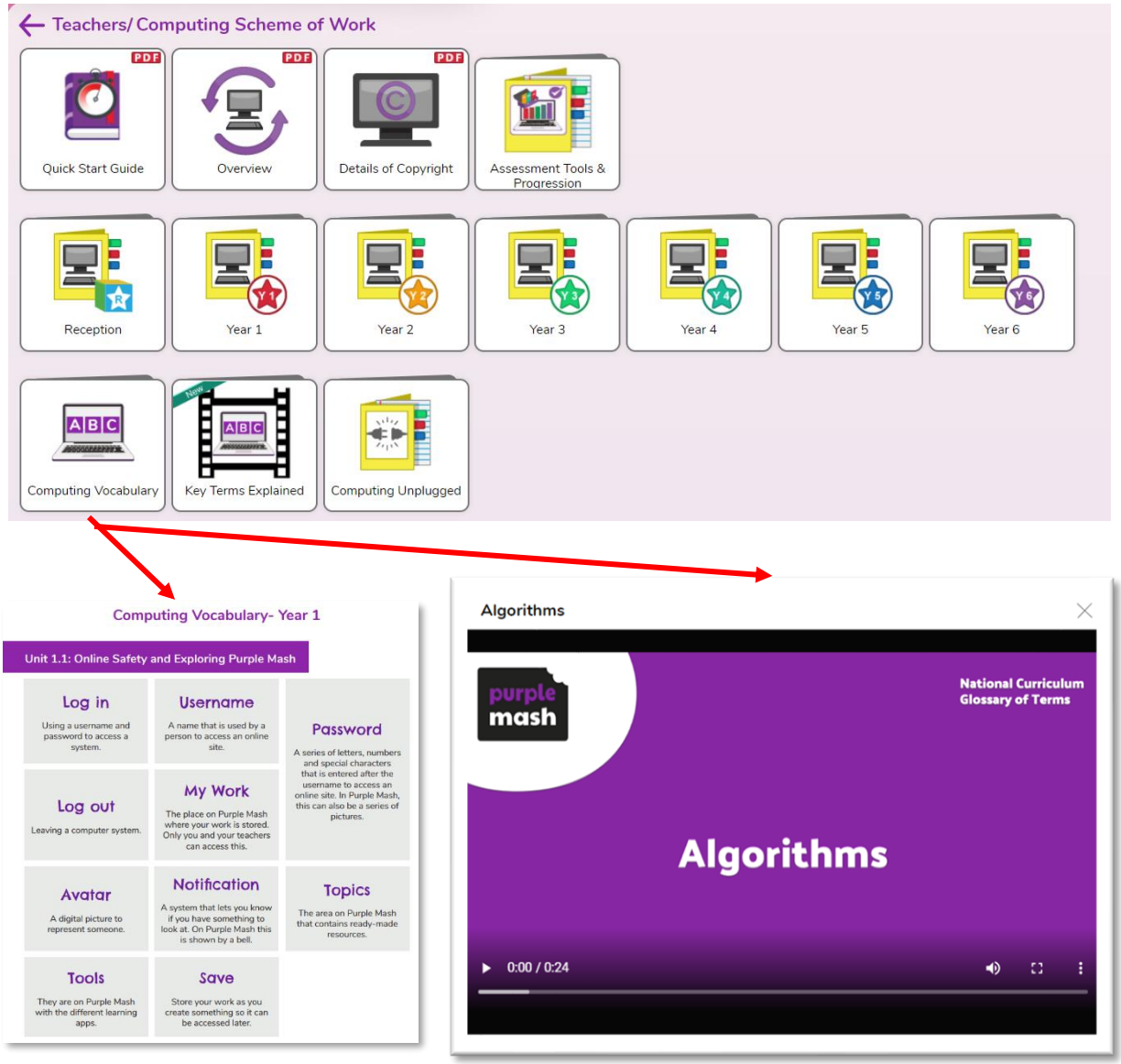


Computing Vocabulary and Key Terms Explained

You can find all the key 'Computing Vocabulary' in PDFs that can be printed and shared with the children.

Key terms used in the curriculum are explained in short 30 second videos which reference where in the scheme of work each term is used.

Computing Vocabulary and Key Terms Explained can be found on the homepage of the Scheme of Work and within the year group pages.

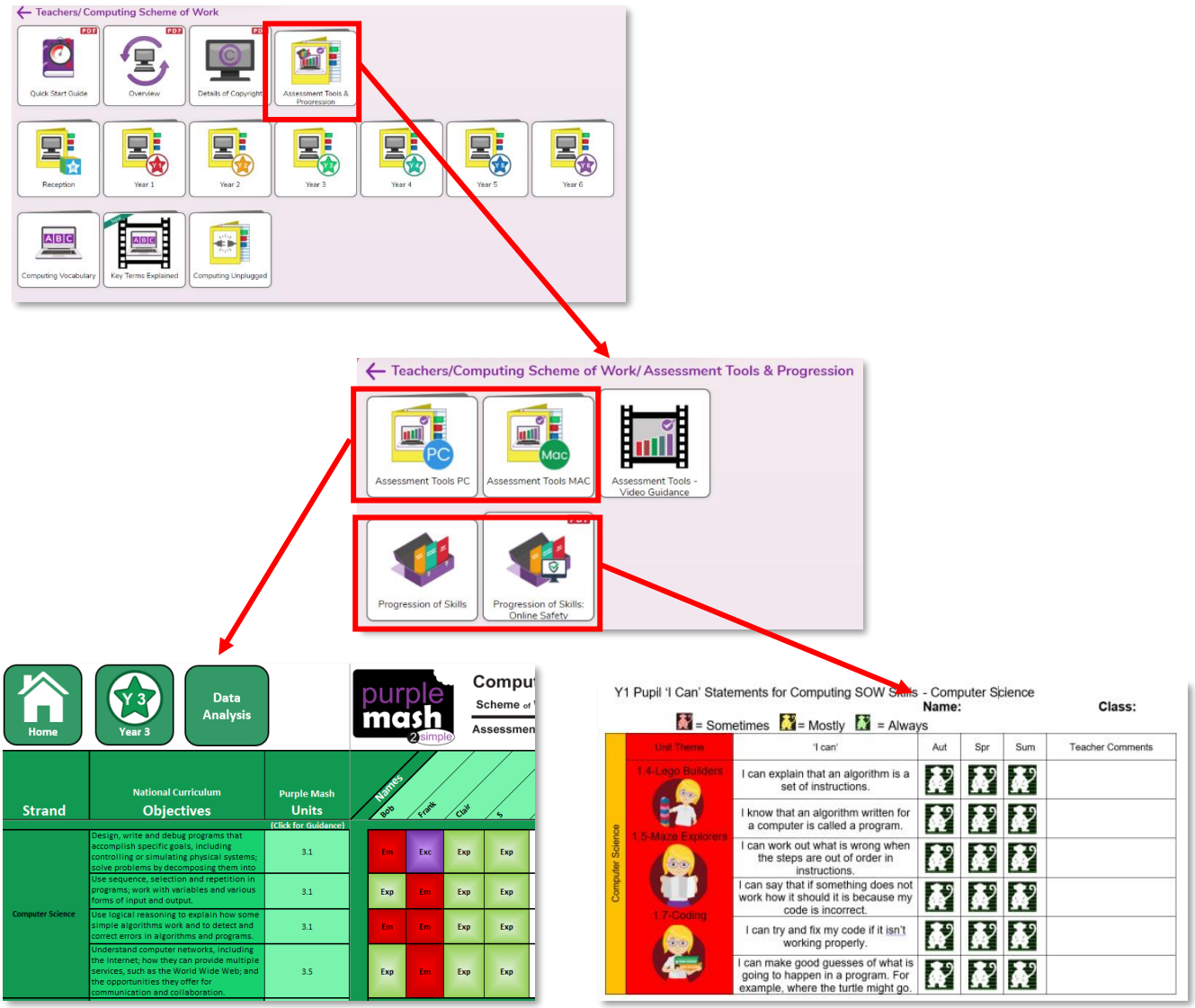


Assessment

There are several assessment tools and resources which you could utilise. You may choose to use a combination of them, stick with one or use the existing systems within your school.

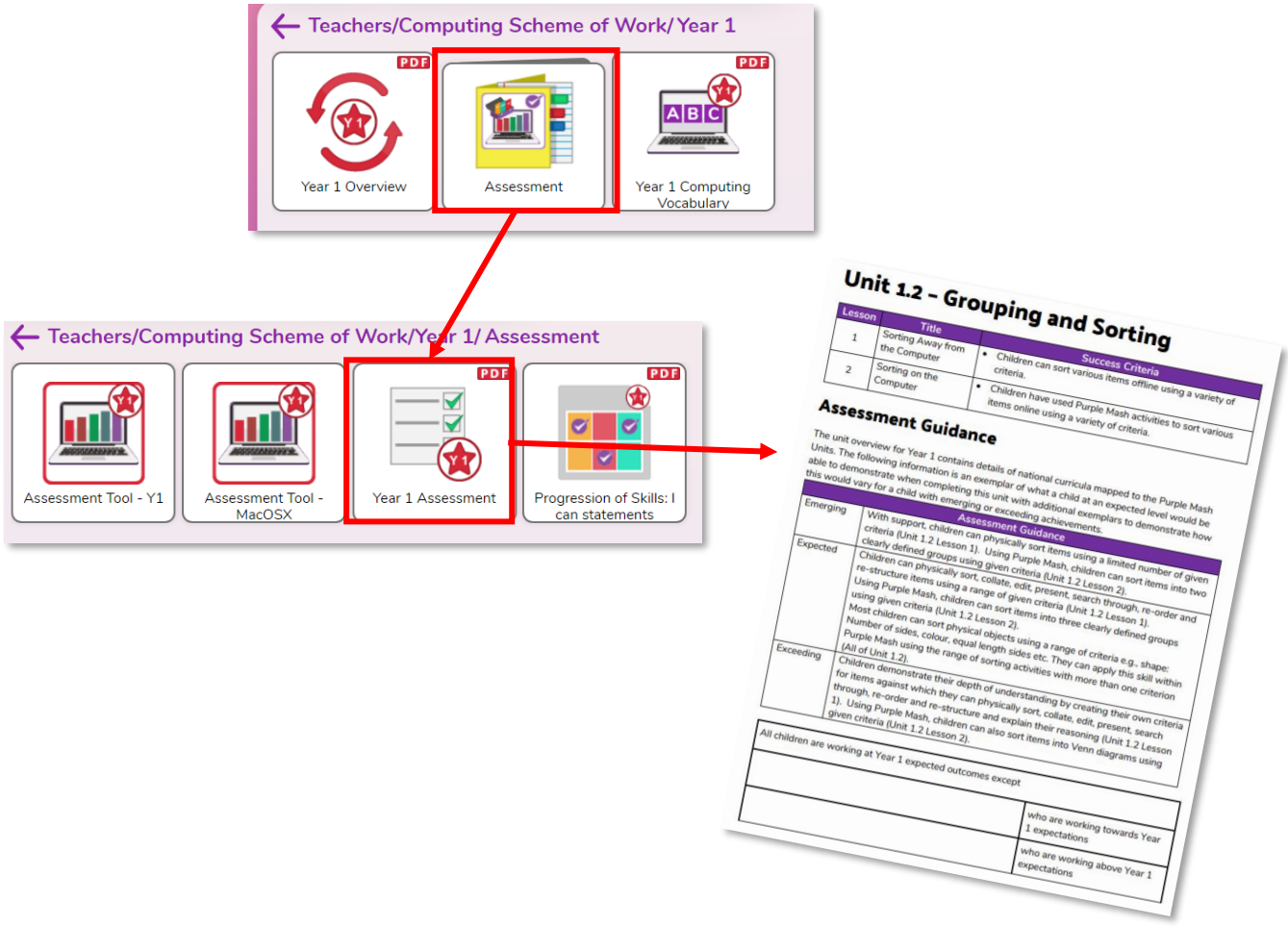
Assessment Tools and Progression

This area contains a **Microsoft Excel tool** and **Progression Statements** and is located on the homepage of the Scheme of Work.



Year Group PDF Assessment Sheets

These can be printed out and filled in at the end of each unit and at the end of the academic year.



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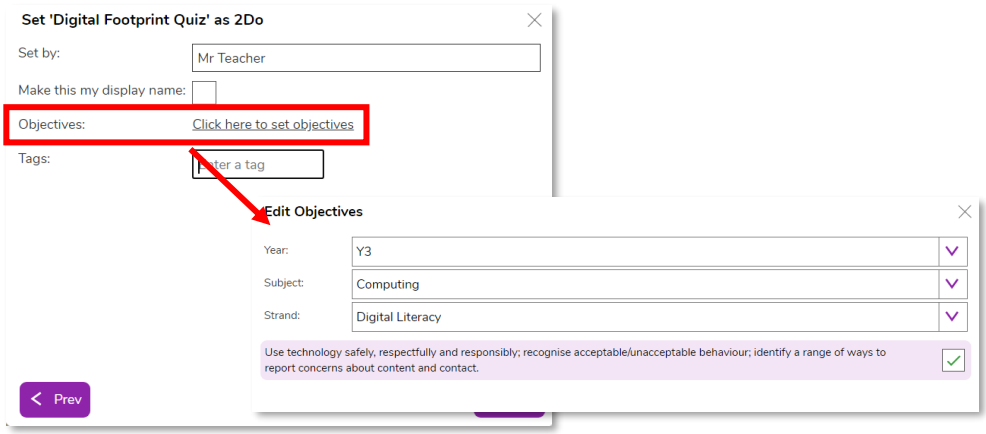
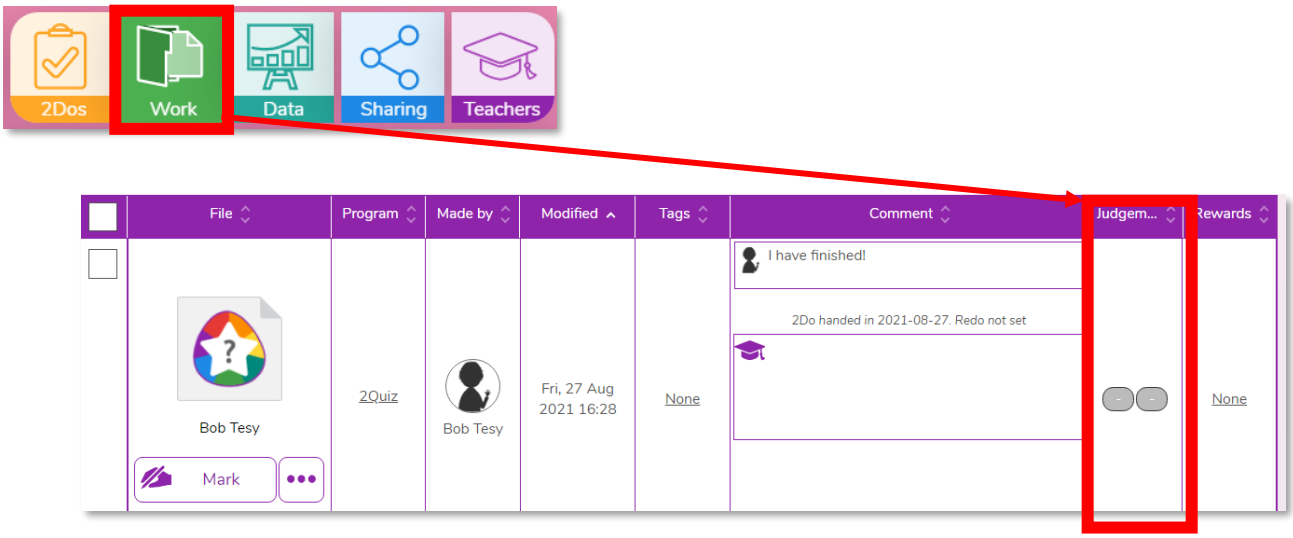
Data Dashboard

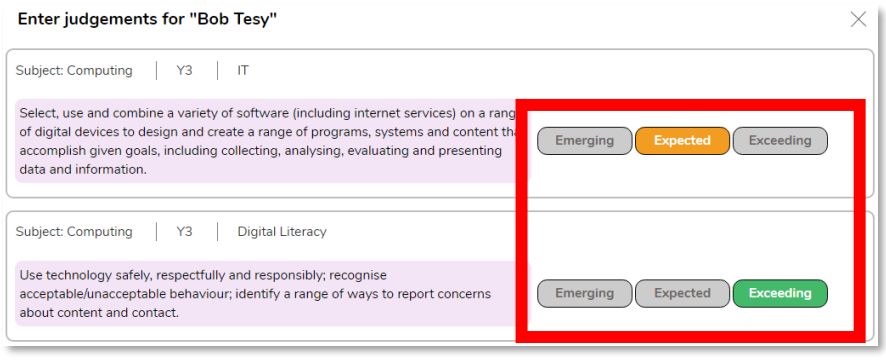
It is also possible to utilise the Data Dashboard for completed pieces of work, content and non-Purple Mash files by assigning objectives and making judgements against them.

When setting a 2Do, you can add objectives from curricula and then judge them when handed in.

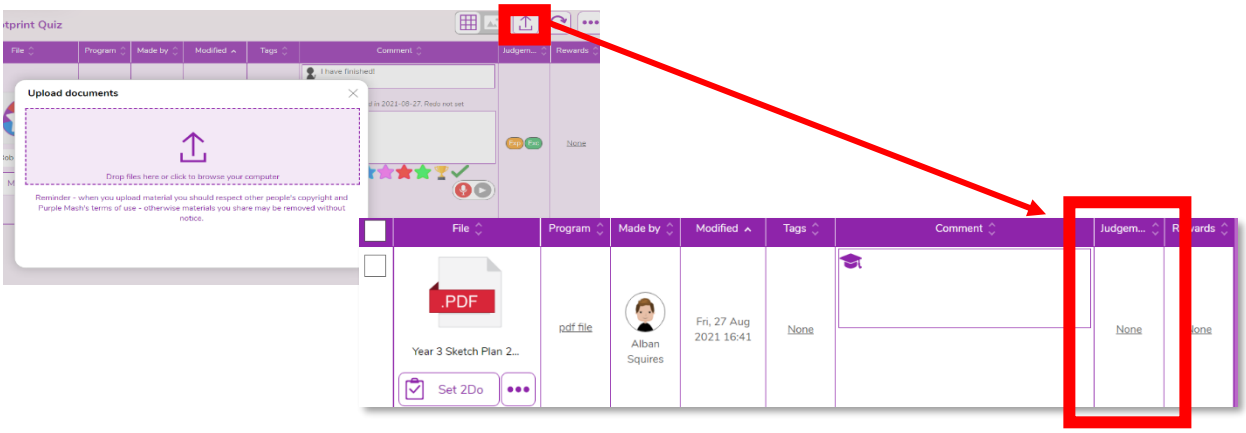


Open your Work folder and make judgements against individual or group pieces of work.





You can make judgements against non-Purple Mash files by using the upload button and clicking on the judgements area.



Within Data Dashboard, you can review the data.

Computing Subject Leaders' Toolkit

This is a collection of tools, tips and resources to support leadership of Computing which can be used to measure performance and facilitate improvements for all stakeholders. This can be found in the Planning tab of the Teachers Area.

You might like to start by completing the Self-Evaluation document to ascertain your needs and requirements.