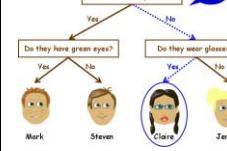


Curriculum Overview:

Computing at Corpus Christi Catholic Primary 2021-22

At Corpus Christi we use the Purple Mash learning platform. Each year group covers an aspect of **Digital Literacy**, **Information Technology** and **Computer Science**.

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Reception						
	<p>Children recognise that a range of technology is used in places such as homes and schools. They select and use technology for particular purposes.</p>					
Year 1						
	Unit 1.1- Online Safety & Unit 1.9- Technology outside school (4 hours)	Unit 1.3- Pictograms (3 hours)	Unit 1.8- Spreadsheets (3 hours)	Unit 1.5- Maze Explorers (3 hours)	Unit 1.6- Animated Story Books (5 hours)	Unit 1.7- Coding (6 hours)
Year 1/2						
	Unit 2.2- Online Safety (2 hours) Unit 1.9- Technology outside school (2 hours)	Unit 1.7- Coding (6 hours) Unit 2.1- Coding (5 hours)	Unit 1.8- Spreadsheets (3 hours) Unit 2.3- Spreadsheets (4 hours)	Unit 1.5- Maze Explorers (3 hours) Unit 2.4- Questioning (5 hours)	Unit 2.5- Effective Searching (3 hours)	Unit 1.6- Animated Story Books (5 hours) Unit 2.6- Creating Pictures (5 hours)

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 2/3 Year 3						
	Unit 3.2- Online Safety (2 hours) Unit 2.5- Effective Searching (3 hours)	Unit 3.1- Coding (6 hours)	Unit 3.3- Spreadsheets (3 hours)	Unit 3.5- Email (6 hours)	Unit 3.6- Branching Databases (4 hours)	Unit 3.7- Simulations (3 hours)
Year 4						
	Unit 4.2- Online Safety (2 hours)	Unit 4.1- Coding (6 hours)	Unit 4.3- Spreadsheets (6 hours)	Unit 4.5- Logo (4 hours)	Unit 4.6- Animation (3 hours)	Unit 4.7- Effective Search & Unit 4.8- Hardware Investigations (5 hours)

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 5		 How many fish can you fit in your pond? A Scratch script showing a 4x4 grid of fish icons. A variable 'a' is set to 16, and a variable 'b' is set to 4. A loop iterates from 1 to b, and within that loop, another loop iterates from 1 to b. Inside the inner loop, a condition checks if the current index is less than or equal to 2 * b - 1. If true, it triggers a click event on a fish icon at position (a/b) % b + 1. The script uses variables 'a', 'b', 'c', and 'd'. It also uses functions like 'replaceCell()' and 'useUnique()'. The script ends with a 'stop' command.	 Scratch interface showing a fish pond game with a 4x4 grid of fish icons.		 Scratch interface showing a house scene with a 3D model of a house and garden.	 purple mash purple mash logo and various 3D models including a person, a house, a bear, a car, and a fish.
	Unit 5.2- Online Safety (2 hours)	Unit 5.1- Coding (6 hours)	Unit 5.3- Spreadsheets (6 hours)	Unit 5.4- Databases (4 hours)	Unit 5.5- Game Creator (5 hours)	Unit 5.6- 3D Modelling (4 hours)
Year 5/6 Year 6		 How many fish can you fit in your pond? A Scratch script showing a 4x4 grid of fish icons. A variable 'a' is set to 16, and a variable 'b' is set to 4. A loop iterates from 1 to b, and within that loop, another loop iterates from 1 to b. Inside the inner loop, a condition checks if the current index is less than or equal to 2 * b - 1. If true, it triggers a click event on a fish icon at position (a/b) % b + 1. The script uses variables 'a', 'b', 'c', and 'd'. It also uses functions like 'replaceCell()' and 'useUnique()'. The script ends with a 'stop' command.	 Scratch interface showing a fish pond game with a 4x4 grid of fish icons.	 Illustration of hands writing on a keyboard with a laptop and papers around it.	 TEXT ADVENTURES 10 Awesome Creative Writing Tools A poster titled 'TEXT ADVENTURES' featuring 10 creative writing tools.	 A network diagram showing a central node connected to many smaller nodes, representing a network structure.
	Unit 6.2- Online Safety (2 hours)	Unit 6.1- Coding (6 hours)	Unit 6.3- Spreadsheets (5 hours)	Unit 6.4- Blogging (5 hours)	Unit 6.5- Text Adventures (5 hours)	Unit 6.6- Networks (3 hours)