	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
1	UNIT 1.1 - Online Safety & Exploring Purple Mash 1. Logins 2. Navigating PM 3. Topics on PM 4. Tools on PM				UNIT 1.2 - Grouping & Sorting 1.Sorting in real life 2.Sorting on a computer		UNIT 1.3 - Pictograms 1. Data in pictures 2. Class data 3. Presenting results			UNIT 1.5 - Maze Explorers 1. Using 2Go 2. Algorithms 3. Directions			UNIT 1.9 - Technology outside school 1. What is tech? 1. Tech outside of school		UNIT 1.7 – Coding 1. Instructions 2. Objects and actions 3. Events 4. Run programmes 5. Scenes 6. Planning					
2	UNIT 2.1 – CODING 1. Algorithms 2. Collision detection 3. Timer 4. Objects 5. Buttons 6. Debugging						UNIT 2.2 - Online Safety 1 Searching and sharing 2. Email 3. Digital footprint			UNIT 2.5 - Effective Searching 1. Internet and searches 2. Search engines 3. Explaining searches			UNIT 2.5 – Questioning 1. Pictograms 2. Yes/No 3. Binary 4. Creating binary trees 5. Non-binary database				UNIT 2.7 - Making Music 1. Sequences 2. Changes to music 3. Composing			
3	UNIT 3.1 – CODING 1. Flowcharts 2. Timers 3. Repeat 4. Code, test, debug 5&6 Design and make						UNIT 3.2 - Online Safety 1. Passwords and blogging 2. Reliable information 3. Age ratings			UNIT 3.5 - Email (inc. email safety) 1. History of communication 2. Composing emails 3 & 4. Email safety 5. Attachments 6. Email simulation						UNIT 3.7 – Simulations 1. What are simulations 2. Exploring simulations 3. Analysing simulations		UNIT 3.8 – Graphing 1. Exploring graphing 2. Using graphs to solve an investigation		
4	UNIT 4.1- CODING 1. Design, code, test, debug 2. IF statements 3. Coordinates 4. Repeat 5. Number variables 6. Making a game						UNIT 4.2 - Online Safety 1. Phishing 2. Malware 3. Plagiarism 4. Screen time			UNIT 4.5 – Logo 1. Introduction 2. Letters 3. Repeat 4. Procedures					UNIT 4.6 – Animation 1. Animate and object 2. Onion skinning 3. Stop motion			UNIT 4.7 - Effective Searching 1. Search engines 2. Searching for answers to questions 3. Reliable sources		
																		UNIT 4.8 – Hardware investigators 1. Hardware 2. Parts of a computer		

5	**UNIT 5.1- CODING** 1. Coding efficiently 2. Simulating systems 3. Decomposition and abstraction 4. Friction and functions 5. Introducing strings	**UNIT 5.2 - Online Safety** 1. Responsibilities online and support 2. Protecting privacy 3. Citing sources 4. Reliability	**UNIT 5.5 - Game Creator** 1. Scenes 2. Environment 3. Games quest 4. Finishing and sharing 5. Evaluation	**UNIT 5.6 - 3D Modelling** 1. Viewing and creating 3D models 2. 3D design project 3. Printing and making	**UNIT 5.7 - Concept Maps** 1. Introducing and creating concept maps 2. Using story mode 3. Collaborative concept maps
6	**UNIT 6.1 – CODING** 1 & 2. More complex programs 3. Functions 4. Flowcharts 5. User input 6. Text-based adventures	**UNIT 6.2 - Online Safety** 1. Messages in a game 2. Online behaviour 3. Screen time	**UNIT 6.5 - Text Adventures** 1. Planning 2. Making adventures 3. Map-based text adventures 4. Coding a map-based text adventure	**UNIT 6.6 - Networks** World wide web and networks 2. School network and the internet 3. Research	**CODING - PYTHON**

Predominant Area of Computing*

■	Computer Science	■	Information Technology	■	Digital Literacy

Coding   Communication   Connect