

England 

purple  
mash

COMPUTING

COMPUTING

# Key Stage 1

<p><b>UNDERSTAND WHAT ALGORITHMS ARE; HOW THEY ARE IMPLEMENTED AS PROGRAMS ON DIGITAL DEVICES; AND THAT PROGRAMS EXECUTE BY FOLLOWING PRECISE AND UNAMBIGUOUS INSTRUCTIONS</b></p>	<p>2Go (Write Simple Instructions)</p>	<p><a href="http://www.purplemash.com/#tools/2go">http://www.purplemash.com/#tools/2go</a></p>
	<p>Logo (Controlling An Object Using Commands)</p>	<p><a href="http://www.purplemash.com/#tools/logo">http://www.purplemash.com/#tools/logo</a></p>
	<p>2Code – Chimp Lessons (Coding)</p>	<p><a href="http://www.purplemash.com/#tools/2code_lessons">http://www.purplemash.com/#tools/2code_lessons</a></p>
	<p>2Code – Debug Challenges Chimp (Coding)</p>	<p><a href="http://www.purplemash.com/app/code/debugchallenges/2codedebugchimp">http://www.purplemash.com/app/code/debugchallenges/2codedebugchimp</a></p>
	<p>2Code - Free Code Chimp (Coding)</p>	<p><a href="http://www.purplemash.com/app/code/openended/freecodechimp">http://www.purplemash.com/app/code/openended/freecodechimp</a></p>
	<p>Year 1 coding scheme of work and lesson plans</p>	<p><a href="http://www.purplemash.com/#/teachers/computingcurric/2code_lesson_plans/2code_y1_lesson_plans">http://www.purplemash.com/#/teachers/computingcurric/2code_lesson_plans/2code_y1_lesson_plans</a></p>
<p>Year 2 coding scheme of work and lesson plans</p>	<p><a href="http://www.purplemash.com/#/teachers/computingcurric/2code_lesson_plans/2code_y2_lesson_plans">http://www.purplemash.com/#/teachers/computingcurric/2code_lesson_plans/2code_y2_lesson_plans</a></p>	

<p><b>CREATE AND DEBUG SIMPLE PROGRAMS</b></p>	<p>2Code – Chimp Lessons (Coding)</p> <p>2Code – Debug Challenges Chimp (Coding)</p> <p>2Code - Free Code Chimp (Coding)</p> <p>Year 1 coding scheme of work and lesson plans</p> <p>Year 2 coding scheme of work and lesson plans</p>	<p><a href="http://www.purplemash.com/#/tools/2code_lessons">http://www.purplemash.com/#/tools/2code_lessons</a></p> <p><a href="http://www.purplemash.com/app/code/debugchallenges/2codedebugchimp">http://www.purplemash.com/app/code/debugchallenges/2codedebugchimp</a></p> <p><a href="http://www.purplemash.com/app/code/openended/freecodechimp">http://www.purplemash.com/app/code/openended/freecodechimp</a></p> <p><a href="http://www.purplemash.com/#/teachers/computingcurric/2code_lesson_plans/2code_y1_lesson_plans">http://www.purplemash.com/#/teachers/computingcurric/2code_lesson_plans/2code_y1_lesson_plans</a></p> <p><a href="http://www.purplemash.com/#/teachers/computingcurric/2code_lesson_plans/2code_y2_lesson_plans">http://www.purplemash.com/#/teachers/computingcurric/2code_lesson_plans/2code_y2_lesson_plans</a></p>
<p><b>USE LOGICAL REASONING TO PREDICT THE BEHAVIOUR OF SIMPLE PROGRAMS</b></p>	<p>2Go (Write Simple Instructions)</p> <p>Logo (Controlling An Object Using Commands)</p> <p>2Code – Chimp Lessons (Coding)</p> <p>2Code – Debug Challenges Chimp (Coding)</p> <p>2Code - Free Code Chimp (Coding)</p>	<p><a href="http://www.purplemash.com/#tools/2go">http://www.purplemash.com/#tools/2go</a></p> <p><a href="http://www.purplemash.com/#tools/logo">http://www.purplemash.com/#tools/logo</a></p> <p><a href="http://www.purplemash.com/#/tools/2code_lessons">http://www.purplemash.com/#/tools/2code_lessons</a></p> <p><a href="http://www.purplemash.com/app/code/debugchallenges/2codedebugchimp">http://www.purplemash.com/app/code/debugchallenges/2codedebugchimp</a></p> <p><a href="http://www.purplemash.com/app/code/openended/freecodechimp">http://www.purplemash.com/app/code/openended/freecodechimp</a></p>

	Year 1 coding scheme of work and lesson plans	<a href="http://www.purplemash.com/#/teachers/computingcurric/2code%20lesson%20plans/2code%20y1%20lesson%20plans">http://www.purplemash.com/#/teachers/computingcurric/2code lesson plans/2code y1 lesson plans</a>
	Year 2 coding scheme of work and lesson plans	<a href="http://www.purplemash.com/#/teachers/computingcurric/2code%20lesson%20plans/2code%20y2%20lesson%20plans">http://www.purplemash.com/#/teachers/computingcurric/2code lesson plans/2code y2 lesson plans</a>

<b>USE TECHNOLOGY PURPOSEFULLY TO CREATE, ORGANISE, STORE, MANIPULATE AND RETRIEVE DIGITAL CONTENT</b>	2Paint (Painting Tools)	<a href="http://www.purplemash.com/#tools/2paint">http://www.purplemash.com/#tools/2paint</a>
	2Publish (Publishing Templates)	<a href="http://www.purplemash.com/#tools/2publish">http://www.purplemash.com/#tools/2publish</a>
	2Sequence (Music Creation)	<a href="http://www.purplemash.com/#tools/2seq">http://www.purplemash.com/#tools/2seq</a>
	2Animate (Animation)	<a href="http://www.purplemash.com/#tools/2ani">http://www.purplemash.com/#tools/2ani</a>
	2create A Story (Animated Stories)	<a href="http://www.purplemash.com/#tools/2cas">http://www.purplemash.com/#tools/2cas</a>
	2Count (Pictograms)	<a href="http://www.purplemash.com/#tools/2count">http://www.purplemash.com/#tools/2count</a>

	<p>2Code - Free Code Chimp (Coding)</p> <p>2DIY (Various Tools To Present Information)</p> <p>Various All Creative Tools And Writing Frames Allow The User To Create, Store, Manipulate And Retrieve Digital Content</p>	<p><a href="http://www.purplemash.com/app/code/openended/freecodechimp">http://www.purplemash.com/app/code/openended/freecodechimp</a></p> <p><a href="http://www.purplemash.com/#/tools/2diy">http://www.purplemash.com/#/tools/2diy</a></p> <p>See above to web links to various programs and writing frames</p>
<b>RECOGNISE COMMON USES OF INFORMATION TECHNOLOGY BEYOND SCHOOL</b>	How Technology Is Used Away From School	<a href="http://www.purplemash.com/site#pup/technologyoutsideschool">http://www.purplemash.com/site#pup/technologyoutsideschool</a>
<b>USE TECHNOLOGY SAFELY AND RESPECTFULLY, KEEPING PERSONAL INFORMATION PRIVATE; IDENTIFY WHERE TO GO FOR HELP AND SUPPORT WHEN THEY HAVE CONCERNS ABOUT CONTENT OR CONTACT ON THE INTERNET OR OTHER ONLINE TECHNOLOGIES.</b>	Internet Safety	<a href="http://www.purplemash.com/site#games/2diy/internet_safety">http://www.purplemash.com/site#games/2diy/internet_safety</a>

## Key Stage 2

<b>DESIGN, WRITE AND DEBUG PROGRAMS THAT ACCOMPLISH SPECIFIC GOALS, INCLUDING CONTROLLING OR SIMULATING PHYSICAL SYSTEMS; SOLVE PROBLEMS BY DECOMPOSING THEM INTO SMALLER PARTS</b>	2Code – Gibbon And Gorilla Lessons (Coding)	<a href="http://www.purplemash.com/#/tools/2code_lessons">http://www.purplemash.com/#/tools/2code_lessons</a>
	2Code – Debug Challenges Gibbon (Coding)	<a href="http://www.purplemash.com/app/code/debugchallenges/2codedebuggibbon">http://www.purplemash.com/app/code/debugchallenges/2codedebuggibbon</a>
	2Code – Debug Challenges Gorilla (Coding)	<a href="http://www.purplemash.com/app/code/debugchallenges/2codedebuggorilla">http://www.purplemash.com/app/code/debugchallenges/2codedebuggorilla</a>
	2Code – Free Code Gibbon (Coding)	<a href="http://www.purplemash.com/app/code/openended/freecodegibbon">http://www.purplemash.com/app/code/openended/freecodegibbon</a>
	2Code – Free Code Gorilla (Coding)	<a href="http://www.purplemash.com/app/code/openended/freecodegorilla">http://www.purplemash.com/app/code/openended/freecodegorilla</a>
	2Code – Free Code Scenes (Coding)	<a href="http://www.purplemash.com/app/code/openended/freecodescenes">http://www.purplemash.com/app/code/openended/freecodescenes</a>

	Year 3 coding scheme of work and lesson plans	<a href="http://www.purplemash.com/#/teachers/computingcurric/2code_lesson_plans/2code_y3_lesson_plans">http://www.purplemash.com/#/teachers/computingcurric/2code_lesson_plans/2code_y3_lesson_plans</a>
	Year 4 coding scheme of work and lesson plans	<a href="http://www.purplemash.com/#/teachers/computingcurric/2code_lesson_plans/2code_y4_lesson_plans">http://www.purplemash.com/#/teachers/computingcurric/2code_lesson_plans/2code_y4_lesson_plans</a>
	Year 5 coding scheme of work and lesson plans	<a href="http://www.purplemash.com/#/teachers/computingcurric/2code_lesson_plans/2code_y5_lesson_plans">http://www.purplemash.com/#/teachers/computingcurric/2code_lesson_plans/2code_y5_lesson_plans</a>
	Year 6 coding scheme of work and lesson plans	<a href="http://www.purplemash.com/#/teachers/computingcurric/2code_lesson_plans/2code_y6_lesson_plans">http://www.purplemash.com/#/teachers/computingcurric/2code_lesson_plans/2code_y6_lesson_plans</a>



<b>USE SEQUENCE, SELECTION AND REPETITION IN PROGRAMS; WORK WITH VARIABLES AND VARIOUS FORMS OF INPUT AND OUTPUT</b>	2Code – Gibbon And Gorilla Lessons (Coding)	<a href="http://www.purplemash.com/#/tools/2code_lessons">http://www.purplemash.com/#/tools/2code_lessons</a>
	2Code – Debug Challenges Gibbon (Coding)	<a href="http://www.purplemash.com/app/code/debugchallenges/2codedebbuggibbon">http://www.purplemash.com/app/code/debugchallenges/2codedebbuggibbon</a>
	2Code – Debug Challenges Gorilla (Coding)	<a href="http://www.purplemash.com/app/code/debugchallenges/2codedebbuggorilla">http://www.purplemash.com/app/code/debugchallenges/2codedebbuggorilla</a>
	2Code – Free Code Gibbon (Coding)	<a href="http://www.purplemash.com/app/code/openended/freecodegibbon">http://www.purplemash.com/app/code/openended/freecodegibbon</a>
	2Code – Free Code Gorilla (Coding)	<a href="http://www.purplemash.com/app/code/openended/freecodegorilla">http://www.purplemash.com/app/code/openended/freecodegorilla</a>
	2Code – Free Code Scenes (Coding)	<a href="http://www.purplemash.com/app/code/openended/freecodescenes">http://www.purplemash.com/app/code/openended/freecodescenes</a>
	2DIY 3d (3d Game Creation)	<a href="http://www.purplemash.com/#/tools/2diygame">http://www.purplemash.com/#/tools/2diygame</a>
	Year 3 coding scheme of work and lesson plans	<a href="http://www.purplemash.com/#/teachers/computingcurric/2code_lesson_plans/2code_y3_lesson_plans">http://www.purplemash.com/#/teachers/computingcurric/2code_lesson_plans/2code_y3_lesson_plans</a>
Year 4 coding scheme of work and lesson plans	<a href="http://www.purplemash.com/#/teachers/computingcurric/2code_lesson_plans/2code_y4_lesson_plans">http://www.purplemash.com/#/teachers/computingcurric/2code_lesson_plans/2code_y4_lesson_plans</a>	

	<p>Year 5 coding scheme of work and lesson plans</p> <p>Year 6 coding scheme of work and lesson plans</p> <p>Logo (Controlling An Object Using Commands)</p> <p>2DIY (Allows the user to sequence events)</p>	<p><a href="http://www.purplemash.com/#/teachers/computingcurric/2code_lesson_plans/2code_y5_lesson_plans">http://www.purplemash.com/#/teachers/computingcurric/2code_lesson_plans/2code_y5_lesson_plans</a></p> <p><a href="http://www.purplemash.com/#/teachers/computingcurric/2code_lesson_plans/2code_y6_lesson_plans">http://www.purplemash.com/#/teachers/computingcurric/2code_lesson_plans/2code_y6_lesson_plans</a></p> <p><a href="http://www.purplemash.com/#/tools/logo">http://www.purplemash.com/#/tools/logo</a></p> <p><a href="http://www.purplemash.com/#/tools/2diy">http://www.purplemash.com/#/tools/2diy</a></p>
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**USE LOGICAL REASONING TO EXPLAIN  
HOW SOME SIMPLE ALGORITHMS WORK  
AND TO DETECT AND CORRECT ERRORS  
IN ALGORITHMS AND PROGRAMS**

2Code – Gibbon and Gorilla lessons  
(coding)

[http://www.purplemash.com/#/tools/2code\\_lessons](http://www.purplemash.com/#/tools/2code_lessons)

2Code – Debug Challenges Gibbon  
(coding)

<http://www.purplemash.com/app/code/debugchallenges/2codedebuggibbon>

2Code – Debug Challenges Gorilla  
(coding)

<http://www.purplemash.com/app/code/debugchallenges/2codedebuggorilla>

2Code – Free Code Gibbon  
(coding)

<http://www.purplemash.com/app/code/openended/freecodegibbon>

2Code – Free Code Gorilla  
(coding)

<http://www.purplemash.com/app/code/openended/freecodegorilla>

2Code – Free code scenes  
(coding)

<http://www.purplemash.com/app/code/openended/freecodescenes>

Logo  
(controlling an object using  
commands)

<http://www.purplemash.com/#tools/logo>

	Year 3 coding scheme of work and lesson plans	<a href="http://www.purplemash.com/#/teachers/computingcurric/2code_lesson_plans/2code_y3_lesson_plans">http://www.purplemash.com/#/teachers/computingcurric/2code_lesson_plans/2code_y3_lesson_plans</a>
	Year 4 coding scheme of work and lesson plans	<a href="http://www.purplemash.com/#/teachers/computingcurric/2code_lesson_plans/2code_y4_lesson_plans">http://www.purplemash.com/#/teachers/computingcurric/2code_lesson_plans/2code_y4_lesson_plans</a>
	Year 5 coding scheme of work and lesson plans	<a href="http://www.purplemash.com/#/teachers/computingcurric/2code_lesson_plans/2code_y5_lesson_plans">http://www.purplemash.com/#/teachers/computingcurric/2code_lesson_plans/2code_y5_lesson_plans</a>
	Year 6 coding scheme of work and lesson plans	<a href="http://www.purplemash.com/#/teachers/computingcurric/2code_lesson_plans/2code_y6_lesson_plans">http://www.purplemash.com/#/teachers/computingcurric/2code_lesson_plans/2code_y6_lesson_plans</a>

<p><b>UNDERSTAND COMPUTER NETWORKS INCLUDING THE INTERNET; HOW THEY CAN PROVIDE MULTIPLE SERVICES, SUCH AS THE WORLD WIDE WEB; AND THE OPPORTUNITIES THEY OFFER FOR COMMUNICATION AND COLLABORATION</b></p>	<p>Computer Networks</p>	<p><a href="http://www.purplemash.com/site#games/2diy/Computer_networks">http://www.purplemash.com/site#games/2diy/Computer_networks</a></p>
<p><b>USE SEARCH TECHNOLOGIES EFFECTIVELY, APPRECIATE HOW RESULTS ARE SELECTED AND RANKED, AND BE DISCERNING IN EVALUATING DIGITAL CONTENT</b></p>	<p>Searching For Images</p> <p>Internet Research</p> <p>What To Do If You See An Upsetting Video</p> <p>Effective Searching On The Internet</p>	<p><a href="http://www.purplemash.com/#pup/imagesearch">http://www.purplemash.com/#pup/imagesearch</a></p> <p><a href="http://www.purplemash.com/#pup/internetresearch">http://www.purplemash.com/#pup/internetresearch</a></p> <p><a href="http://www.purplemash.com/#pup/videowatch">http://www.purplemash.com/#pup/videowatch</a></p> <p><a href="http://www.purplemash.com/site#pup/howweearch">http://www.purplemash.com/site#pup/howweearch</a></p>

<p><b>SELECT, USE AND COMBINE A VARIETY OF SOFTWARE (INCLUDING INTERNET SERVICES) ON A RANGE OF DIGITAL DEVICES TO DESIGN AND CREATE A RANGE OF PROGRAMS, SYSTEMS AND CONTENT THAT ACCOMPLISH GIVEN GOALS, INCLUDING COLLECTING, ANALYSING, EVALUATING AND PRESENTING DATA AND INFORMATION</b></p>	<p>2Publish Extra (Publishing Templates)</p> <p>2Design And Make (3D Modeling)</p> <p>2DIY 3d (3d Game Creation)</p> <p>2Graph (Block, Line And Pie Graphs)</p> <p>2Investigate (Databases)</p> <p>2Animate (Animation)</p> <p>2Code – Free Code Gibbon (Coding)</p> <p>2Code – Free Code Gorilla (Coding)</p> <p>2Code – Free Code Scenes (Coding)</p> <p>2DIY (Various Tools To Present Information)</p>	<p><a href="http://www.purplemash.com/#tools/2pubExtra">http://www.purplemash.com/#tools/2pubExtra</a></p> <p><a href="http://www.purplemash.com/#tools/2dam">http://www.purplemash.com/#tools/2dam</a></p> <p><a href="http://www.purplemash.com/#/tools/2diygame">http://www.purplemash.com/#/tools/2diygame</a></p> <p><a href="http://www.purplemash.com/#tools/2graph">http://www.purplemash.com/#tools/2graph</a></p> <p><a href="http://www.purplemash.com/#tools/2inv">http://www.purplemash.com/#tools/2inv</a></p> <p><a href="http://www.purplemash.com/#tools/2ani">http://www.purplemash.com/#tools/2ani</a></p> <p><a href="http://www.purplemash.com/app/code/openended/freecodegibbon">http://www.purplemash.com/app/code/openended/freecodegibbon</a></p> <p><a href="http://www.purplemash.com/app/code/openended/freecodegorilla">http://www.purplemash.com/app/code/openended/freecodegorilla</a></p> <p><a href="http://www.purplemash.com/app/code/openended/freecodescenes">http://www.purplemash.com/app/code/openended/freecodescenes</a></p> <p><a href="http://www.purplemash.com/#/tools/2diy">http://www.purplemash.com/#/tools/2diy</a></p>
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	Year 3 coding scheme of work and lesson plans	<a href="http://www.purplemash.com/#/teachers/computingcurric/2code_lesson_plans/2code_y3_lesson_plans">http://www.purplemash.com/#/teachers/computingcurric/2code_lesson_plans/2code_y3_lesson_plans</a>
	Year 4 coding scheme of work and lesson plans	<a href="http://www.purplemash.com/#/teachers/computingcurric/2code_lesson_plans/2code_y4_lesson_plans">http://www.purplemash.com/#/teachers/computingcurric/2code_lesson_plans/2code_y4_lesson_plans</a>
	Year 5 coding scheme of work and lesson plans	<a href="http://www.purplemash.com/#/teachers/computingcurric/2code_lesson_plans/2code_y5_lesson_plans">http://www.purplemash.com/#/teachers/computingcurric/2code_lesson_plans/2code_y5_lesson_plans</a>
	Year 6 coding scheme of work and lesson plans	<a href="http://www.purplemash.com/#/teachers/computingcurric/2code_lesson_plans/2code_y6_lesson_plans">http://www.purplemash.com/#/teachers/computingcurric/2code_lesson_plans/2code_y6_lesson_plans</a>

<p><b>USE TECHNOLOGY SAFELY, RESPECTFULLY AND RESPONSIBLY; RECOGNISE ACCEPTABLE/UNACCEPTABLE BEHAVIOUR; IDENTIFY A RANGE OF WAYS TO REPORT CONCERNS ABOUT CONTENT AND CONTACT.</b></p>	<p>E-Safety Leaflet</p> <p>Social Network Safety – Are Children To Young To Be On A Social Network</p> <p>Social Network Safety – A Child Has Posted Details Of Her Party On A Social Network Page</p> <p>Social Network Safety – Should Tony Meet Up With A Gamer He Has Met Online</p> <p>Social Network Safety – Class Debate On Whether Children Should Use A Social Network</p> <p>Safer Searching – Searching For Images</p> <p>Safer Searching – Using The Internet For Research</p> <p>Safer Searching – Ollie Has Seen An Online Video Which He Has Found Upsetting. What Should He Do?</p>	<p><a href="http://www.purplemash.com/#leaflets/esafety">http://www.purplemash.com/#leaflets/esafety</a></p> <p><a href="http://www.purplemash.com/#pup/socialnetwork">http://www.purplemash.com/#pup/socialnetwork</a></p> <p><a href="http://www.purplemash.com/#pup/friendbookparty">http://www.purplemash.com/#pup/friendbookparty</a></p> <p><a href="http://www.purplemash.com/#pup/onlinegame">http://www.purplemash.com/#pup/onlinegame</a></p> <p><a href="http://www.purplemash.com/#pup/socialnetworkdebate">http://www.purplemash.com/#pup/socialnetworkdebate</a></p> <p><a href="http://www.purplemash.com/#pup/imagesearch">http://www.purplemash.com/#pup/imagesearch</a></p> <p><a href="http://www.purplemash.com/#pup/internetresearch">http://www.purplemash.com/#pup/internetresearch</a></p> <p><a href="http://www.purplemash.com/#pup/videowatch">http://www.purplemash.com/#pup/videowatch</a></p>
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**(CONTINUED) USE TECHNOLOGY SAFELY, RESPECTFULLY AND RESPONSIBLY; RECOGNISE ACCEPTABLE/UNACCEPTABLE BEHAVIOUR; IDENTIFY A RANGE OF WAYS TO REPORT CONCERNS ABOUT CONTENT AND CONTACT.**

**Safer Internet Day** – 7 Activities Linked To Safer Internet Day

[http://www.purplemash.com/mashcontent/applications/pup/esafety/index.php?applicationPath=pup%2Fesafety&rootPath=http%3A%2F%2Fwww.purplemash.com%2F&applicationsPath=%2Fmashcontent%2Fapplications&videosPath=%2Fmashcontent%2Fvideos&folder=pup&applicationName=esafety&language=en\\_gb&launcher=generic&subfolder=.&title=Safer+Internet+Day&applicationId=698&link=&appRootURL=%2Fmashcontent%2Fapplications%2Fpup%2Fesafety%2F&root=%2Fvar%2Fwww%2Fpurplemashweb&subscriptioncheck=%2Fvar%2Fwww%2Fpurplemashweb%2Fprotected%2Fcontrollers%2FSubscriptionCheck.php](http://www.purplemash.com/mashcontent/applications/pup/esafety/index.php?applicationPath=pup%2Fesafety&rootPath=http%3A%2F%2Fwww.purplemash.com%2F&applicationsPath=%2Fmashcontent%2Fapplications&videosPath=%2Fmashcontent%2Fvideos&folder=pup&applicationName=esafety&language=en_gb&launcher=generic&subfolder=.&title=Safer+Internet+Day&applicationId=698&link=&appRootURL=%2Fmashcontent%2Fapplications%2Fpup%2Fesafety%2F&root=%2Fvar%2Fwww%2Fpurplemashweb&subscriptioncheck=%2Fvar%2Fwww%2Fpurplemashweb%2Fprotected%2Fcontrollers%2FSubscriptionCheck.php)

Internet Safety

[http://www.purplemash.com/site#games/2diy/Internet\\_safety](http://www.purplemash.com/site#games/2diy/Internet_safety)

