Subject intent:
By the time a Willowbrook pupil leaves our school they will be digitally literate. They will be able to use computational thinking and creativity to understand the changing world that we live in. They will now how digital systems work and know how to use this knowledge through programming. They will leave with a suitable level of understanding to be an active participant in a digital world once they leave our school.

	ICT – Purple Mash Units	Subject-specific strands / NC links
EYFS	*No specific Early Learning Goal in the EYFS framework.* Computing begins in EYFS with opportunities to use technology to solve problems and produce creative outcomes. Children will access technology through role play with both functioning and broken/ model devices. They will know that information can be retrieved from computers and will interact with age-appropriate computer programs.	
Year 1	Unit 1.1 Online Safety & Exploring Purple Mash (4) Unit 1.5 Maze Explorers (3) Unit 1.6 Animated Story books (4) Unit 1.4 Lego Builders (3) Unit 1.7 Coding (6)	• Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions • Create and debug simple programs • Use logical reasoning to predict the behaviour of simple programs
Year 2	Unit 2.1 Coding (4) Unit 2.2 Online Safety (2) Unit 2.5 Effective searching (1) Unit 2.3 Spreadsheets (3) Unit 2.6 Creating pictures (3) Unit 2.7 Making Music (3) Unit 2.8 Presenting Ideas (3)	• Use technology purposefully to create, organise, store, manipulate and retrieve digital content • Recognise common uses of information technology beyond school • 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.
Year 3	Unit 3.1 Coding (3) Unit 3.2 Online Safety (2) Unit 3.3 Spreadsheets (2) Unit 3.4 Touch typing (4) Unit 3.6 Branching databases (2) Unit 3.5 Email (4) Unit 3.7 Simulations (2)	Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts Use sequence, selection, and repetition in programs; work with variables and various forms of input and output
Year 4	Unit 4.1 Coding (5) Unit 4.2 Online Safety (2) Unit 4.3 Spreadsheets (4) Unit 4.5 Logo (2) Unit 4.6 Animation (3) Unit 4.7 Effective Searching (3)	Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs Understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the

Year 5	Unit 5.1 Coding (5) Unit 5.2 Online Safety (2) Unit 5.3 Spreadsheets (3) Unit 5.4 Databases (3) Unit 5.5 Game creator (5) Unit 5.7 Concept Maps (2)	opportunities they offer for communication and collaboration Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content 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 Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.
Year 6	Unit 6.1 Coding (4) Unit 6.2 Online Safety (2) Unit 6.4 Blogging (3) Unit 6.5 Text Adventures (3) Unit 6.7 Quizzing (5)	