In Year 1 and 2 coding, the lessons need to be taught in sequence as each lesson introduces skills that are consolidated and developed in the next lesson. Therefore, it is proposed to teach coding for 11 weeks in Cycle A and none in Cycle B. It is also beneficial for all children to recap unit 1.1 in both cycles as this introduces children new to the class with key skills needed to make the most of Purple Mash.

YEAR 1 & 2 – CYCLE A

Week	Unit
1–4	Unit 1.1 Online Safety & Exploring Purple Mash — Weeks – 4 — Programs – Various
5–7	Unit 2.5 Effective Searching — Weeks – 3 — Programs – Browser
8–10	Unit 1.4 Lego Builders — Weeks – 3 — Programs – 2DIY
11–12	Unit 1.9 Technology outside school — Weeks – 2 — Programs – Various
13–14	Unit 1.2 Grouping & Sorting — Weeks – 2 — Programs – 2DIY
15–19	Unit 2.6 Creating Pictures — Weeks – 5 — Programs – 2PaintAPicture
20–22	Unit 1.8 Spreadsheets — Weeks – 3 — Programs – 2Calculate
23–28	Unit 1.7 Coding — Weeks – 6 — Programs – 2Code
29–33	Unit 2.1 Coding — Weeks – 5 — Programs – 2Code

YEAR 1 & 2 – CYCLE B

Week	Unit
1–4	Unit 1.1 Online Safety & Exploring Purple Mash — Weeks – 4 — Programs – Various
5–7	Unit 1.5 Maze Explorers — Weeks – 3 — Programs – 2Go
8–12	Unit 2.4 Questioning — Weeks – 5 — Programs – 2Question, 2Investigate
13–15	Unit 2.2 Online Safety — Weeks – 3 — Programs – Various
16–20	Unit 1.6 Animated Story Books — Weeks – 5 — Programs – 2Create A Story
21–23	Unit 2.7 Making Music — Weeks – 3 — Programs – 2Sequence
24–27	Unit 2.3 Spreadsheets — Weeks – 4 — Programs – 2Calculate
28–30	Unit 1.3 Pictograms — Weeks – 3 — Programs – 2Count
31–34	Unit 2.8 Presenting Ideas — Weeks – 4 — Programs – Various

YEAR 3 & 4 CYCLE A

Week	Unit
1–6	Coding — Number of Weeks – 6 — Main Programs – 2Code — See table below for breakdown
7–9	Unit 3.2 Online safety — Weeks – 3 — Programs – Various
10–12	Unit 3.3 Spreadsheets — Weeks – 3 — Programs – 2Calculate
13–16	Unit 3.4 Touch Typing — Weeks – 4 — Programs – 2Type
17–22	Unit 3.5 Email (including email safety) — Weeks – 6 — Programs – 2Email, 2Connect, 2DIY
23–26	Unit 3.6 Branching Databases — Weeks – 4 — Programs – 2Question
27–29	Unit 3.7 Simulations — Weeks – 3 — Programs – 2Simulate, 2Publish
30–32	Unit 3.8 Graphing — Weeks – 3 — Programs – 2Graph

YEAR 3 & 4 CYCLE B

Week	Unit
1–6	Coding — Number of Weeks – 6 — Main Programs – 2Code — See table below for breakdown
7–10	Unit 4.2 Online safety — Weeks – 4 — Programs – Various
11–16	Unit 4.3 Spreadsheets — Weeks – 6 — Programs – 2Calculate
17–21	Unit 4.4 Writing for different audiences — Weeks – 5 — Programs – 2Email, 2Connect, 2DIY
22–25	Unit 4.5 Logo — Weeks – 4 — Programs – Logo
26–28	Unit 4.6 Animation — Weeks – 3 — Programs – 2Animate
29–31	Unit 4.7 Effective Search — Weeks – 3 — Programs – Browser
32–33	Unit 4.8 Hardware Investigators — Weeks – 2

Coding Breakdown

YEAR 3 & 4 CYCLE A	Review previous coding – Year 3, Lesson 1	Simulating a physical system – Year 3, Lesson 2	Making a timer – Year 4, Lesson 4	Debugging – Year 3, Lesson 6	Making a control simulation – Year 4, Lesson 5	Decomposition and Abstraction – Year 4, Lesson 6
YEAR 3 & 4 CYCLE B	Review previous coding, Y4, lesson 1	Introducing 'if' statements – Year 3, Lesson 4	'if/else' statements – Year 4, Lesson 2	Repetition – Year 3, Lesson 5	Repeat until - Year 4, Lesson 3	Variables – Year 3, Lesson 4

Week	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31

YEAR 5 & 6 CYCLE A*

Unit 5.1 Coding	Unit 5.2 Online safety	Unit 5.3 Spreadsheets	Unit 5.4 Databases	Unit 5.5 Game Creator	Unit 5.6 3D Modelling	Unit 5.7 Concept Maps
Number of Weeks – 6 Main Programs – 2Code	Weeks – 3 Programs - Various	Weeks – 5 Programs – 2Calculate	Weeks – 4 Programs – 2Question, 2Investigate	Weeks – 5 Programs – 2DIY 3D	Weeks – 4 Programs – 2Design and Make	Weeks – 4 Programs – 2Connect

Week	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32

YEAR 5 & 6 CYCLE B*

Unit 6.1 Coding	Unit 6.2 Online safety	Unit 6.3 Spreadsheets	Unit 6.4 Blogging	Unit 6.5 Text Adventures	Unit 6.6 Networks	Unit 6.7 Quizzing
Number of Weeks – 6 Main Programs – 2Code	Weeks – 3 Programs - Various	Weeks – 5 Programs – 2Calculate	Weeks – 5 Programs – 2Blog	Weeks – 5 Programs – 2Code, 2Connect	Weeks – 3	Weeks – 6 Programs – 2Quiz, 2DIY, Text Toolkit, 2Investigate

* There is an optional unit 6.8 – Understanding Binary that can be used in addition to the above units. It is a four week unit.

Coding Breakdown

YEAR 5 & 6 CYCLE A	Review Previous coding – Year 5 Lesson 1	Simulating a physical system – Year 5 Lesson 2	Creating a game with a score and timer – Year 5 Lessons 4 and 5		The Launch Command – Year 5 Lesson 6	Using User Input – Year 6, Lesson 4
YEAR 5 & 6 CYCLE B	Designing and writing a more complex program – Year 6 Lessons 1 and 2		Introducing text variables – Year 5 Lesson 3	Introducing Functions – Year 6 Lesson 3	Flowcharts and control simulations – Year 6, Lesson 5	Text Adventure – Year 6 Lesson 6