

# Exemplar

## Year 1\2 – Cycle A

Predominant Area of Computing*		
	Computer Science	
	Information Technology	
		Digital Literacy

\*Most units will include aspects of all strands.

<p><b>Unit 1.1</b> Online Safety &amp; Exploring Purple Mash</p> <p>Number of lessons – 4</p> <p>Programs – Various</p>	<p><b>Unit 2.5</b> Effective Searching</p> <p>Number of lessons – 3</p> <p>Programs – Browser</p>	<p><b>Unit 1.4</b> Lego Builders</p> <p>Number of lessons – 3</p> <p>Programs – 2DIY</p>
<p><b>Unit 1.9</b> Technology outside school</p> <p>Number of lessons – 2</p> <p>Programs – Various</p>	<p><b>Unit 1.2</b> Grouping &amp; Sorting</p> <p>Number of lessons – 2</p> <p>Programs – 2DIY</p>	<p><b>Unit 2.6</b> Creating Pictures</p> <p>Number of lessons – 5</p> <p>Programs – 2PaintAPicture</p>
<p><b>Unit 1.8</b> Spreadsheets</p> <p>Number of lessons – 3</p> <p>Programs – 2Calculate</p>	<p><b>Unit 1.7</b> Coding</p> <p>Number of lessons – 6</p> <p>Programs – 2Code</p>	<p><b>Unit 2.1</b> Coding</p> <p>Number of lessons – 5</p> <p>Programs – 2Code</p>

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**Year 1\2 – Cycle B**

Predominant Area of Computing*		
	Computer Science	
	Information Technology	
		Digital Literacy

\*Most units will include aspects of all strands.

<p><b>Unit 1.1</b> Online Safety &amp; Exploring Purple Mash</p> <p>Number of lessons – 4</p> <p>Programs – Various</p>	<p><b>Unit 1.5</b> Maze Explorers</p> <p>Number of lessons – 3</p> <p>Programs – 2Go</p>	<p><b>Unit 2.4</b> Questioning</p> <p>Number of lessons – 5</p> <p>Programs – 2Question, 2Investigate</p>
<p><b>Unit 2.2</b> Online Safety</p> <p>Number of lessons – 3</p> <p>Programs – Various</p>	<p><b>Unit 1.6</b> Animated Story Books</p> <p>Number of lessons – 5</p> <p>Programs – 2Create A Story</p>	<p><b>Unit 2.7</b> Making Music</p> <p>Number of lessons – 3</p> <p>Programs – 2Sequence</p>
<p><b>Unit 2.3</b> Spreadsheets</p> <p>Number of lessons – 4</p> <p>Programs – 2Calculate</p>	<p><b>Unit 1.3</b> Pictograms</p> <p>Number of lessons – 3</p> <p>Programs – 2Count</p>	<p><b>Unit 2.8</b> Presenting Ideas</p> <p>Number of lessons – 4</p> <p>Programs – Various</p>

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**Year 3\4 – Cycle A**

Predominant Area of Computing*		
	Computer Science	
	Information Technology	

\*Most units will include aspects of all strands.

<p style="text-align: center;"><b>Coding</b></p> <p>Number of lessons – 6</p> <p>Main Programs – 2Code</p> <p>See table below for breakdown.</p>	<p style="text-align: center;"><b>Unit 3.2</b></p> <p style="text-align: center;"><b>Online safety</b></p> <p>Number of lessons – 3</p> <p>Programs – Various</p>	<p style="text-align: center;"><b>Unit 3.3</b></p> <p style="text-align: center;"><b>Spreadsheets</b></p> <p>Number of lessons – 3</p> <p>Programs – 2Calculate</p>
<p style="text-align: center;"><b>Unit 3.4</b></p> <p style="text-align: center;"><b>Touch Typing</b></p> <p>Number of lessons – 4</p> <p>Programs – 2Type</p>	<p style="text-align: center;"><b>Unit 3.5</b></p> <p style="text-align: center;"><b>Email (including email safety)</b></p> <p>Number of lessons – 6</p> <p>Programs – 2Email, 2Connect, 2DIY</p>	<p style="text-align: center;"><b>Unit 3.6</b></p> <p style="text-align: center;"><b>Branching Databases</b></p> <p>Number of lessons – 4</p> <p>Programs – 2Question</p>
<p style="text-align: center;"><b>Unit 3.7</b></p> <p style="text-align: center;"><b>Simulations</b></p> <p>Number of lessons – 3</p> <p>Programs – 2Simulate, 2Publish</p>	<p style="text-align: center;"><b>Unit 3.8</b></p> <p style="text-align: center;"><b>Graphing</b></p> <p>Number of lessons – 2</p> <p>Programs – 2Graph</p>	

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**Year 3\4 – Cycle B**

Predominant Area of Computing*		
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	Information Technology	
	Digital Literacy	

\*Most units will include aspects of all strands.

<p style="text-align: center;"><b>Coding</b></p> <p>Number of lessons – 6</p> <p>Main Programs – 2Code</p> <p>See table below for breakdown.</p>	<p style="text-align: center;"><b>Unit 4.2</b></p> <p style="text-align: center;"><b>Online safety</b></p> <p>Number of lessons – 4</p> <p>Programs – Various</p>	<p style="text-align: center;"><b>Unit 4.3</b></p> <p style="text-align: center;"><b>Spreadsheets</b></p> <p>Number of lessons – 6</p> <p>Programs – 2Calculate</p>
<p style="text-align: center;"><b>Unit 4.4</b></p> <p style="text-align: center;"><b>Writing for different audiences</b></p> <p>Number of lessons – 5</p> <p>Programs – 2Email, 2Connect, 2DIY</p>	<p style="text-align: center;"><b>Unit 4.5</b></p> <p style="text-align: center;"><b>Logo</b></p> <p>Number of lessons – 4</p> <p>Programs – Logo</p>	<p style="text-align: center;"><b>Unit 4.6</b></p> <p style="text-align: center;"><b>Animation</b></p> <p>Number of lessons – 3</p> <p>Programs – 2Animate</p>
<p style="text-align: center;"><b>Unit 4.7</b></p> <p style="text-align: center;"><b>Effective Search</b></p> <p>Number of lessons – 3</p> <p>Programs – Browser</p>	<p style="text-align: center;"><b>Unit 4.8</b></p> <p style="text-align: center;"><b>Hardware Investigators</b></p> <p>Number of lessons – 2</p>	

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### Coding Breakdown

YEAR 3 & 4 - CYCLE A					
Using Flowcharts Unit 3.1, Lesson 1	Using Timers Unit 3.1, Lesson 2	'if' statements Unit 4.1, Lesson 2	Coordinates Unit 4.1, Lesson 3	Code, Test and Debug – Unit 3.1, Lesson 4	Design, Code, Test and Debug Unit 4.1, Lesson 1
YEAR 3 & 4 - CYCLE B					
Using Repeat Unit 3.1, Lesson 3	Repeat Until and 'if/else' Statements Unit 4.1, Lesson 4	Number Variables Unit 4.1, Lesson 5	Design and Make an Interactive scene Unit 3.1, Lesson 5-6	Making a Playable game – Unit 4.1, Lesson 6	

### Additional Units

You may choose to do these in addition to or instead of any of the above units. They have not been included above due to the number of weeks in a school year and the number of weeks for each unit.

<p style="text-align: center;"><b>Unit 3.9</b> <b>Presenting (with Microsoft PowerPoint or Google Slides)</b></p> <p><b>Number of Lessons –</b> 5 or 6 (version dependent) <b>Main Program –</b> MS PowerPoint or Google Slides</p>	<p style="text-align: center;"><b>Unit 4.9</b> <b>Making Music</b></p> <p><b>Number of Lessons –</b> 4</p> <p><b>Main Program –</b> Busy Beats</p>
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**Year 5\6 – Cycle A**

Predominant Area of Computing*		
	Computer Science	
	Information Technology	
		Digital Literacy

\*Most units will include aspects of all strands.

<p style="text-align: center;"><b>Coding</b></p> <p>Number of lessons – 6</p> <p>Main Programs – 2Code</p> <p>See table below for breakdown.</p>	<p style="text-align: center;"><b>Unit 5.2</b></p> <p style="text-align: center;"><b>Online safety</b></p> <p>Number of lessons – 3</p> <p>Programs - Various</p>	<p style="text-align: center;"><b>Unit 5.3</b></p> <p style="text-align: center;"><b>Spreadsheets</b></p> <p>Number of lessons – 6</p> <p>Programs – 2Calculate</p>
<p style="text-align: center;"><b>Unit 5.4</b></p> <p style="text-align: center;"><b>Databases</b></p> <p>Number of lessons – 4</p> <p>Programs – 2Question, 2Investigate</p>	<p style="text-align: center;"><b>Unit 5.5</b></p> <p style="text-align: center;"><b>Game Creator</b></p> <p>Number of lessons – 5</p> <p>Programs – 2DIY 3D</p>	<p style="text-align: center;"><b>Unit 5.6</b></p> <p style="text-align: center;"><b>3D Modelling</b></p> <p>Number of lessons – 4</p> <p>Programs – 2Design and Make</p>
<p style="text-align: center;"><b>Unit 5.7</b></p> <p style="text-align: center;"><b>Concept Maps</b></p> <p>Number of lessons – 4</p> <p>Programs – 2Connect</p>		

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**Year 5\6 – Cycle B**

Predominant Area of Computing*		
	Computer Science	
	Information Technology	
	Digital Literacy	

\*Most units will include aspects of all strands.

<p style="text-align: center;"><b>Coding</b></p> <p>Number of lessons – 6</p> <p>Main Programs – 2Code</p> <p>See table below for breakdown.</p>	<p style="text-align: center;"><b>Unit 6.2</b></p> <p style="text-align: center;"><b>Online safety</b></p> <p>Number of lessons – 2</p> <p>Programs - Various</p>	<p style="text-align: center;"><b>Unit 6.3</b></p> <p style="text-align: center;"><b>Spreadsheets</b></p> <p>Number of lessons – 5</p> <p>Programs –</p>
<p style="text-align: center;"><b>Unit 6.4</b></p> <p style="text-align: center;"><b>Blogging</b></p> <p>Number of lessons – 4</p> <p>Programs – 2Blog</p>	<p style="text-align: center;"><b>Unit 6.5</b></p> <p style="text-align: center;"><b>Text Adventures</b></p> <p>Number of lessons – 5</p> <p>Programs – 2Code, 2Connect</p>	<p style="text-align: center;"><b>Unit 6.6</b></p> <p style="text-align: center;"><b>Networks</b></p> <p>Number of lessons – 3</p>
<p style="text-align: center;"><b>Unit 6.7</b></p> <p style="text-align: center;"><b>Quizzing</b></p> <p>Number of lessons – 6</p> <p>Programs – 2Quiz, 2DIY, Text Toolkit, 2Investigate</p>		

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### Coding Breakdown

YEAR 5 & 6 - CYCLE A					
Coding Efficiently Unit 5.1, Lesson 1	Simulating a physical system Unit 5.1, Lesson 2	Friction and Functions Unit 5.1, Lesson 4	Introducing Strings Unit 5.1, Lesson 5	Text Variable and Concatenation Unit 5.1, Lesson 6	User Input Unit 6.1, Lesson 5
YEAR 5 & 6 - CYCLE B					
Designing and writing a more complex program Unit 6.1, Lessons 1 & 2		Decomposition and Abstraction Unit 5.1, Lesson 3	Using Functions Unit 6.1, Lesson 3	Flowcharts and control simulations Unit 6.1, Lesson 4	Text Adventure Unit 6.1, Lesson 6

### Additional Units

You may choose to do these in addition to or instead of any of the above units. They have not been included above due to the number of weeks in a school year and the number of weeks for each unit.

<p align="center"><b>Unit 5.8</b>  <b>Word processing (with Microsoft Word or Google Docs)</b></p> <p align="center">Number of Lessons – 8</p> <p align="center">Main program – MS Word or Google Docs</p>	<p align="center"><b>Unit 6.9</b>  <b>Spreadsheets (with Microsoft Excel or Google Sheets)</b></p> <p align="center">Number of Lessons – 8</p> <p align="center">Main program – MS Excel or Google Sheets</p>	<p align="center"><b>Unit 6.8</b>  <b>Understanding Binary</b></p> <p align="center">Number of Lessons – 4</p> <p align="center">Main Program – 2Code</p>
<p align="center"><b>Unit 5.9</b>  <b>Using External Devices</b></p> <p align="center">Number of Lessons – 6</p> <p align="center">Main Program – 2Code Purple Chip</p>		

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# Tools by Unit

Year	Unit	Title	Tools used
Y1	1.1	Online Safety and Exploring Purple Mash	Avatar creator
			Paint Projects
			Writing Templates
			2Count (Pictograms)
			2Explore (Music)
	1.2	Grouping & Sorting	2Quiz
	1.3	Pictograms	2Connect (Mind Map)
			2Count (Pictograms)
	1.4	Lego Builders	Paint Projects
			Writing Templates
2Quiz			
1.5	Maze Explorers	2Go (coding)	
1.6	Animated Stories	2Create a Story	
1.7	Coding	2Code	
1.8	Spreadsheets	2Calculate	
1.9	Technology Outside School	Writing Templates	

Year	Unit	Title	Tools used
Y2	2.1	Coding	2Code
	2.2	Online Safety	Writing Templates
			Displayboards
			2Respond (2Email)
	2.3	Spreadsheets	2Calculate
	2.4	Questioning	2Question (Binary Databases)
			2Calculate (spreadsheet)
			2Investigate (database)
2.5	Effective Searching	2Quiz	
		Writing Templates	

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Purple Mash Computing Scheme of Work – Adapting and refining the scheme

	2.6	Creating Pictures	2Paint a Picture
			Writing Templates
	2.7	Making Music	2Sequence (Music)
	2.8	Presenting Ideas	2Connect (Mind Map)
			2Create a Story (ebook)
			2Quiz
			Writing Templates

Year	Unit	Title	Tools used
Y3	3.1	Coding	2Code
	3.2	Online Safety	2Connect (Mind Map)
			2Blog (Blogging)
			Writing Templates
			Displayboards
	3.3	Spreadsheets	2Calculate
	3.4	Typing	2Type
	3.5	Email	2Email
	3.6	Branching Databases	2Question (Binary Databases)
	3.7	Simulations	2Simulate
			Writing Templates
	3.8	Graphing	2Graph
Writing Templates			
2Blog (Blogging)			
3.9	Presenting (with Microsoft PowerPoint or Google Slides)	Microsoft PowerPoint or Google Slides	

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Year	Unit	Title	Tools used
Y4	4.1	Coding	2Code
	4.2	Online Safety	2Connect (Mind Map)
			2Publish Plus
			Displayboards
	4.3	Spreadsheets	2Calculate
	4.4	Writing for Different Audiences	Writing Templates
			2Simulate
			2Connect (Mind Map)
			2Publish Plus
	4.5	Logo	2Logo (text-based coding)
	4.6	Animation	2Animate
	4.7	Effective Searching	2Quiz
			2Connect (Mind Map)
	4.8	Hardware Investigators	2Quiz
			2Connect (Mind Map)
Writing Templates			
4.9	Making Music	Busy Beats	
		2Sequence	
		Writing Templates	

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Purple Mash Computing Scheme of Work – Adapting and refining the scheme

Year	Unit	Title	Tools used
Y5	5.1	Coding	2Code
	5.2	Online Safety	2Publish Plus
			Writing Templates
			Displayboards
			2Connect (Mind Map)
	5.3	Spreadsheets	2Calculate
	5.4	Databases	2Investigate (database)
			Avatar creator
	5.5	Game Creator	2DIY 3D
			Writing Templates
2Blog (Blogging)			
5.6	3D Modelling	2Design and Make	
		Writing Templates	
5.7	Concept Maps	2Connect (Mind Map)	
5.8	Word Processing (with Microsoft Word or Google Docs)	MS Word or Google Docs	
5.9	Using External devices	2Code Purple Chip and app	

Year	Unit	Title	Tools used
Y6	6.1	Coding	2Code
	6.2	Online Safety	2DIY 3D 2DIY 2Code
			2Blog (Blogging)
	6.3	Spreadsheets	2Calculate
	6.4	Blogging	2Blog (Blogging)
	6.5	Text Adventures	2Code
			2Connect (Mind Map)
			Writing Templates
	6.6	Networks	2Connect (Mind Map)
			Writing Templates
6.7	Quizzing	2DIY	
		2Quiz	

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	6.8	Understanding Binary	Text Toolkit
			2Investigate (database)
			2Connect (Mind Map)
			2Question (Binary Databases)
			Writing Templates
			2Code
6.9	Spreadsheets (with Microsoft Excel or Google Sheets)	MS Excel or Google Sheets	

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