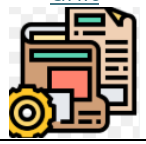
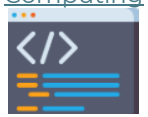
	Autumn 1	Autumn 2	Spring 1	Spring 2Programming	Summer 1	Summer 2
Online safety	**Online Safety** **Self-image and identity**	**Online Safety** **Online relationships and online reputation**	**Online Safety** **Online bullying**	**Online Safety** **Managing online information**	**Online Safety** **Health, well-being and lifestyle**	**Online safety** **Privacy and security** **Copyright and ownership**
Year 1	Teach Computing unit Unit A (beebots) and Maze explorers – Purple Mash 		Creating Pictures- Purple Mash (Y2 unit) 	Animated story books – Purple Mash 	Programming B – Teach Computing 	
Assessment	AFL in lessons		Quiz on Purple Mash	Quiz on Purple Mash	AFL in lessons	
Year 2	Digital photography – Teach Computing unit 	Pictograms – Teach Computing unit * 	IT around us – Teach Computing unit 		Programming A and Coding B – Teach Computing 	Creating media - digital music – Teach Computing 
Assessment	AFL in lessons	AFL in lessons	AFL in lessons		AFL in lessons	AFL in lessons
Year 3	Touch Typing – Purple Mash 	Email – Purple Mash 	Branching Databases – Purple Mash 	Route Planners – Purple Mash 	Coding – Purple Mash or Teach computing 	
Assessment	Quiz on Purple Mash	Quiz on Purple Mash	Quiz on Purple Mash	Quiz on Purple Mash	Quiz on Purple Mash	

Year 4	Unpacking Hardware and Software – Purple Mash 	Animation – Purple Mash 	Coding – Purple Mash 	Logo – Purple Mash 		
Assessment	Forms Quiz	Quiz on Purple Mash	Quiz on Purple Mash		Assessment table	
Year 5	Spreadsheets – Purple Mash 		Coding – Purple Mash 	Microbits project 	Game Creator – Purple Mash 	
Assessment	Forms quiz (Systems and searching)		Forms quiz	AFL during lessons	Assessment table	
Year 6	Coding – A – Teach Computing 		Quizzing – Purple Mash 		Spreadsheets Purple Mash or Teach Computing 	Microbits project 
Assessment	Forms quiz		Quiz on Purple Mash		Purple Mash Quiz	AFL during lessons

- https://www.j2e.com/j2data to make the pictograms/purple mash 2Count

** https://www.j2e.com/j2data is an easy way of making the branching databases.

*** Can either use the iPads for this unit, or you can use the microbits as data loggers.

Dixons Silver Springs Primary

At Dixons Silver Springs Primary, we believe that a high-quality computing education equips children with essential skills for life in an increasingly digital world. Our computing curriculum is designed to develop confident, creative, and responsible users of technology, enabling all children to understand and apply the fundamental principles of computer science.

Our intent is to provide a broad and balanced computing curriculum that builds progressively on knowledge and skills from Early Years through to Year 6. Children are taught to think logically, solve problems, and express themselves through digital media. We aim to ensure that all learners become digitally literate, capable of using technology safely, respectfully, and independently.

Our curriculum is underpinned by the Dixons Academies Trust values:

- **Integrity** – Children learn to use technology responsibly, understanding the importance of staying safe online, respecting others, and recognising the impact of their digital actions.
- **Diligence** – Children are encouraged to persevere, think critically, and develop resilience when solving problems, particularly in programming and computational thinking.
- **Civility** – Children learn to communicate respectfully in digital environments, collaborate effectively, and demonstrate kindness and consideration when using technology.

Creativity is at the heart of our computing curriculum. Children are given frequent opportunities to design, create, and innovate using a range of digital tools. Our creative use of iPads enables children to capture ideas, produce digital media, and showcase their learning in dynamic and engaging ways. Platforms such as Purple Mash support children to explore programming, animation, and content creation, allowing them to express themselves and develop their digital skills in imaginative and purposeful contexts.

The computing curriculum is structured around three key strands:

- **Computer Science** – where children learn about algorithms, programming, data representation, and how digital systems work.
- **Information Technology** – where children use a range of software and devices, including iPads and Purple Mash, to create, organise, store, and present information.

- **Digital Literacy** – where children develop the skills to use technology safely, responsibly, and ethically.

At Dixons Silver Springs Primary, our curriculum is carefully sequenced and adapted to reflect the needs of our children and our local community. We ensure that learning is relevant, inclusive, and meaningful, enabling all children to see themselves as capable and confident users of technology. Lessons are practical, engaging, and ambitious, allowing all children to succeed and develop confidence. Children are given meaningful opportunities to apply their computing skills across the wider curriculum, supporting learning in subjects such as mathematics, science, and literacy.

Online safety is embedded throughout our teaching. Children are taught how to stay safe online, manage risks, and understand the impact of their digital footprint. We work in partnership with parents and carers to promote safe and responsible technology use beyond the classroom.

Our approach ensures that children leave Dixons Silver Springs Primary with the knowledge, skills, and understanding needed to thrive in a rapidly evolving digital world. We aim to inspire creativity, foster a lifelong interest in computing, and prepare children for future education and careers in technology.