

Introduction to Purple Mash 3 lessons Mash This unit introduces Purple Mash, and the essential knowledge and skills required for the Year 1 units. Children will learn about 2Dos, saving work and navigating to key areas. - Logging in and out of Purple Mash - Opening and using 2Dos - Saving work in the Work area	Creative Computing 4 lessons Children develop their mouse, keyboard and basic computing skills using creative tools. Children will use the 2DIY tools to paint, create jigsaws and make simple drag and drop games. - Making digital art - Making and sharing jigsaws - Making a drag and drop game	Data Explorers 6 lessons Children use software tools to group and sort recognisable objects. By the end of the unit, children can collect simple data and present it in a pictogram. - Sorting and grouping items - Understanding what data is - Representing data accurately	Creating & Following Instructions 3 lessons The basis for understanding simple algorithms and algorithmic thinking. This is a foundational unit, introducing the basis of logical thinking in preparation for coding. - Following instructions - Creating Instructions - Understanding simple algorithms
Animated Stories 6 lessons Children create digital books using the 2Create a Story tool. They learn how to work with images, text and sound. Children also learn how to animate simple objects. - Creating digital art and text - Adding animation to images - Adding sound	Coding 6 lessons Children learn coding using the block coding tool, 2Code. Children will explore simple instructions and relate this to code blocks. By the end of this unit, children will be able to make a simple program. - Using blocks to code - Understanding objects, actions and events - Planning and designing a program	Technology Around Us 4 lessons Defining and understanding what technology is. Children will relate this to school, home, outside and to its use in the wider world. - Understanding what technology is - Recognising technology in the local environment and wider world	Making Beats 4 lessons Introducing digital music making. Children will use the tools 2Explore and 2Beat to make their own digital music. - Creating sounds using 2Explore - Combining instruments using 2Beat - Composing digital music
Robotics with Mai-Z MouseBot 4 lessons A Year 1 or Year 2 unit that introduces children to robotics. - Controlling the Mai-Z MouseBot through code - Coding movement, lights and sounds			
Online Safety: To be delivered throughout the year using 2BeSafe			

Introduction to Purple Mash 2 lessons Mash An optional introduction to Purple Mash and the essential skills for beginning the year 2 scheme units. Use with classes who haven't used Purple Mash before or who need a refresher in the basics.	Creating Pictures 5 lessons Digital art creation using 2Paint A Picture. Children learn about famous art styles and how a digital art tool can be used to reproduce art in that style. - Painting in different styles - Learning about famous art styles - Creating a portfolio of digital art	Making Music 3 lessons Explore digital music creation through the use of the music tool, 2Sequence. - Understanding a digital music tool - Relating functions to musical terms - Composing music digitally	Spreadsheets 6 lessons Creating and using spreadsheets with 2Calculate, focusing on how to enter, organise, and manage data in rows and columns. - Understanding rows and columns - Inserting images with values - Using totalling tools - Creating graphs
Route Explorers 4 lessons Children code using the tool, 2Go. Children learn to build simple algorithms to move a screen turtle along routes. - Considering direction and distance - Creating commands - Building an algorithm	Questioning 4 lessons Children will explore how to ask questions to collect useful information. They will learn to organise data using tally charts, pictograms, and simple branching databases to help sort and identify objects. - Asking questions to collect data - Using 2Count to present data - Using a branching database	Coding 6 lessons Builds on the coding skills and knowledge from Year 1. Children will explore, modify and create programs that include the use of timers and button objects. - Understanding algorithms - Introducing sequencing - Coding interaction between objects - Using timers and debugging	Presenting Ideas 4 lessons Children will learn how to present ideas using the concept mapping tool, 2Connect. They will organise information using the features of a concept map and think about how to present their thoughts clearly to an audience. - Using and making mind maps - Using a mind map as a presentation tool
The Internet 4 lessons The fundamentals of the internet, including its purpose, how we access it, and how to use it safely and effectively. - Defining the World Wide Web and the internet - Recognising different hardware - Understanding websites, webpages and browsers	Robotics with Mai-Z MouseBot 4 lessons A Year 1 or Year 2 unit that introduces children to robotics. - Controlling the Mai-Z MouseBot through code - Coding movement, lights and sounds		
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