LONG TERM PLANNING CYCLE FOR COMPUTING USING PURPLE MASH from SEPTEMBER 2026

Enstone Primary School Curriculum Rationale for Computing

At Enstone Primary School, we use the Purple Mash Computing Scheme to support the teaching of Computing across the school. Purple Mash provides a carefully sequenced and progressive curriculum that ensures full coverage of the National Curriculum while enabling pupils to develop secure knowledge and skills in computer science, information technology and digital literacy. The scheme supports pupils in becoming confident, responsible and creative users of technology, preparing them for life in an increasingly digital world.

Curriculum Intent

Our intent is to provide pupils with a broad, balanced and ambitious computing curriculum that equips them with the knowledge, skills and understanding needed to use technology safely, effectively and creatively. Through high-quality learning experiences, pupils develop computational thinking, problem-solving skills and digital creativity while learning to programme, create digital content and communicate responsibly online. Learning is planned to build progressively, enabling pupils to develop confidence and independence as digital learners while understanding the importance of online safety and responsible digital citizenship.

Curriculum Implementation

Purple Mash provides a coherent progression of knowledge and skills, ensuring that learning is carefully sequenced from Reception to Year 6. Lessons are organised around the three strands of the National Curriculum: computer science, information technology and digital literacy. Pupils learn through practical, hands-on activities that develop programming skills, data handling, digital communication, multimedia creation and the effective use of a range of software applications. Online safety is embedded throughout the curriculum, ensuring that pupils understand how to use technology responsibly, respectfully and securely. Teachers adapt and enrich the curriculum where appropriate, making meaningful links with other curriculum subjects and providing opportunities for pupils to apply their computing skills in a range of real-life contexts.

Curriculum Impact

Through this approach, pupils develop secure computing knowledge alongside the practical skills needed to understand, create and evaluate digital technologies. They become increasingly confident in applying computational thinking, solving problems logically, creating digital content and using technology safely and responsibly. Pupils develop resilience, independence and creativity when working with digital tools, preparing them for the next stage of their education and for participation in an increasingly digital society. By the end of each key stage, pupils have developed the knowledge, understanding and skills required by the National Curriculum and are equipped to use technology with confidence, responsibility and purpose.

KEY TO STRANDS COMPUTER SCIENCE  INFORMATION TECHNOLOGY  DIGITAL LITERACY 

GLYME CLASS (Reception)

RECEPTION – EARLY YEARS FOUNDATION STAGE
Pupils in Reception will use and explore technology as part of their continuous provision. They may use devices such as BeeBots or Robo Mice, iPads, Chrome books, cameras, digital thermometers, toys with digital/electronic components, etc. Their experiences with computing technology will be linked to provision across all ELGs and allow for exploration, creativity and discovery, as well as learning about how computers and digital technology play an important role in our work and home lives.

WINDRUSH CLASS (Years 1 and 2)

KEY STAGE 1 OBJECTIVES from the National Curriculum 2014

Computer Science

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.

Information Technology

Use technology purposefully to create, organise, store, manipulate and retrieve digital content.

Digital Literacy

Recognise common uses of 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 1 and 2 PURPLE MASH CYCLE B 2026-27		
Online safety delivered throughout the year using 2BeSafe (Being Safe in a Digital World)		
AUTUMN TERM	**SPRING TERM**	**SUMMER TERM**
Introduction to Purple Mash (Y1) Root Explorers (Y2) The Internet (Y2)	Data Explorers (Y1) Questioning (Y2) Making Beats (Y1)	Creating and Following Instructions (Y1) Presenting Ideas (Y2) Technology Around Us (Y1)

YEAR 1 and 2 PURPLE MASH CYCLE A 2027-28		
Online safety delivered throughout the year using 2BeSafe (Being Safe in a Digital World)		
AUTUMN TERM	**SPRING TERM**	**SUMMER TERM**
Introduction to Purple Mash (Y1) Creative Computing (Y1) Creating Pictures (Y2)	Spreadsheets (Y2) Animated Stories (Y1)	Coding (Y1) Coding (Y2)

CHERWELL CLASS – (Years 3 and 4)

KEY STAGE 2 OBJECTIVES from the National Curriculum 2014

Computer Science

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.

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 opportunities they offer for communication and collaboration.

Information Technology

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.

Digital Literacy

Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.

YEAR 3 and 4 PURPLE MASH CYCLE A 2026-27

Online safety delivered throughout the year using 2BeSafe (Being Safe in a Digital World)

AUTUMN TERM	SPRING TERM	SUMMER TERM
Unpacking Hardware and Software (Y4) Route Planners (Y3)	Effective Searching (Y4) Coding (Y3/4) see coding breakdown	Presentations (Y3) Spreadsheets (Y3)

YEAR 3 and 4 PURPLE MASH CYCLE B 2027-28

Online safety delivered throughout the year using 2BeSafe (Being Safe in a Digital World)

AUTUMN TERM	SPRING TERM	SUMMER TERM
Animation (Y4) Logo (Y4) Branching Databases (Y3)	Sound Stories (Y4) Coding (Y3/4) see coding breakdown	Composing Beats Touch Typing (Y3) Introduction to AI (Y4)

EVENLODE CLASS (Years 5 and 6)

KEY STAGE 2 OBJECTIVES from the National Curriculum 2014

Computer Science

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.

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 opportunities they offer for communication and collaboration.

Information Technology

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.

Digital Literacy

Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.

YEAR 5 and 6 PURPLE MASH CYCLE A 2026-27

Online safety delivered throughout the year using 2BeSafe (Being Safe in a Digital World)

AUTUMN TERM	SPRING TERM	SUMMER TERM
Quizzing (Y5) Game Creator (Y5) Graphing (Y6)	Spreadsheets (Y6) Coding (Y5/6) see coding breakdown	Word Processing (Y5) 3D modelling (Y6)

YEAR 5 and 6 PURPLE MASH CYCLE B 2027-28

Online safety delivered throughout the year using 2BeSafe (Being Safe in a Digital World)

AUTUMN TERM	SPRING TERM	SUMMER TERM
Databases (Y5) Blogging (Y6)	Concept Maps (Y5) Coding (Y5/6) see coding breakdown	Spreadsheets (Y5) Data Detectives (Y6)