



Computing Curriculum

Our computing curriculum fosters active engagement in the digital world. We want our children to develop key skills to communicate safely and effectively in the digital world that equip them both now and in the future. Our aim is for children to be respectful members of the online community. It is underpinned through basic but essential skills for life.

Kapow is the basis for our computing curriculum. Digital literacy and research skills are further developed through work in other subjects. There is some variation whilst we cover skills to ensure gaps are closed. Online safety is taught throughout the year.

|                  | Autumn 1   | Autumn 2  | Spring 1  | Spring 2   | Summer 1   | Summer 2  |
|------------------|--|---|---|--|--|---|
| <b>Reception</b> | Computing through continuous provision                               | <b>Computing systems and networks</b><br>Using a computer | <b>Programming 1</b><br>All about instructions                  | <b>Programming 2</b><br>Programming Beet-bots                        | <b>Data Handling</b><br>Introduction to data                     | <b>Computing systems and networks</b><br>Exploring hardware |
| <b>Year 1</b>    | <b>Computing systems and networks</b><br>Improving mouse skills      | <b>Programming 1</b><br>Algorithms unplugged              | <b>Skills Showcase</b><br>Rocket to the moon                    | <b>Programming 2</b><br>Bee-bots                                     | <b>Creating Media</b><br>Digital imagery<br>Microsoft office 365 | <b>Data Handling</b><br>Introduction to data                |
| <b>Year 2</b>    | <b>Computing systems and networks 1</b><br>What is a computer?       | <b>Programming 1</b><br>Algorithms and debugging          | <b>Computing systems and networks 2</b><br>Microsoft office 365 | <b>Programming 2</b><br>Scratchjr                                    | <b>Creating Media</b><br>Stop Motion<br>Using tablet devices     | <b>Data Handling</b><br>International Space Station         |
| <b>Year 3</b>    | <b>Computing systems and networks 1</b><br>Networks and the internet | <b>Programming</b><br>Scratch                             | <b>Computing systems and networks 2</b><br>Emailing             | <b>Computing systems and networks 3</b><br>Journey Inside a computer | <b>Creating Media</b><br>Video trailers                          | <b>Data Handling</b><br>Comparison cards<br>databases       |
| <b>Year 4</b>    | <b>Computing systems and networks</b><br>Collaborative learning      | <b>Programming 1</b><br>Further coding with scratch       | <b>Creating Media</b><br>Website design                         | <b>Skills Showcase</b><br>HTML                                       | <b>Programming 2</b><br>Computational thinking                   | <b>Data Handling</b><br>Investigating weather               |
| <b>Year 5</b>    | <b>Computing systems and networks</b><br>Search engines              | <b>Programming 1</b><br>Programming music                 | <b>Data Handling</b><br>Mars Rover 1                            | <b>Programming 2</b><br>Micro:bit                                    | <b>Creating Media</b><br>Stop motion animation                   | <b>Skills Showcase</b><br>Mars Rover 2                      |
| <b>Year 6</b>    | <b>Computing systems and networks</b><br>Bletchley Park              | <b>Programming</b><br>Intro to Python                     | <b>Data Handling</b><br>Bigdata1                                | <b>Creating Media</b><br>History of computers                        | <b>Data Handling</b><br>Big data 2                               | <b>Skills Showcase</b><br>Inventing a product               |