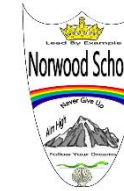


Computing Curriculum Overview – Whole School

2024 – 2025



Where lesson numbers are not stated, all lessons from that unit are taught.

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS Kapow		Computing systems and networks Using a computer	Programming 1 All about instructions	Computing systems and networks Exploring hardware (4 lessons: 1-4 only)	Programming 2 Programming Bee-bots	Data handling Introduction to data (4 lessons: 1-4 only)
Year 1 Kapow Condensed	Computing systems and networks Improving mouse skills (3 lessons: 1-3 only)	Online safety Online safety Y1	Programming 1 Algorithms unplugged (4 lessons: 1, 2, 4 and 5 only)	Programming 2 Bee-bot (Option 1: Bee-Bot) (Option 2: Virtual Bee-Bot) (4 lessons: 1, 3, 4 and 5 only)		Creating media Digital imagery (Option 1: Google) (Option 2: Microsoft Office 365) (3 lessons: 1-3 only)
Year 2 Kapow Condensed Online Safety Kapow unit covered throughout the year and in class assemblies		Computing systems and networks – what is a computer? This unit explores exactly what a computer is by identifying and learning how inputs and outputs work, how computers are used in the wider world and designing their own computerised invention.	Programming 1: Algorithms and debugging We will learn what algorithms are, how to program them and how we can use loops to make our algorithm more efficient. We will do this using a combination of unplugged and plugged-in activities.		Data handling: International Space Station We will explore how astronauts survival needs are met aboard the ISS, and use our knowledge to design a display and create an algorithm that monitor needs on the ISS. (3 lessons: 1, 3 and 5)	Programming 2 - Scratch Junior We will use Scratch Junior to create an animation, make a musical instrument, program a joke and explore the three little pigs algorithms. (4 lessons: 1, 2, 4 and 5)

		(3 lessons: 1, 2 and 5)	(4 lessons: 1,2, 4 and 5)			
Year 3 Kapow Condensed	Computing systems and networks 1: Networks and the internet (3 lessons 1,3 and 5)	Programming: Scratch (4 lessons 1,2,3 and 5)	Online Safety (4 lessons 1,2,3 and 4)	Computing systems and networks 3: Journey inside a computer (3 lessons 1,2 and 5)	Creating media: Video trailers (Previously called 'Digital literacy') (4 lessons 1,2,3 and 4)	
Year 4 Kapow Condensed Online Safety covered throughout the year and in class assemblies	Collaborative working – working together to create, edit and improve documents. All Lessons taught in the unit. Lessons 1,2,3		Programming 1 – coding with Scratch. Creating and adapting variables. Lessons 2,3 and 4.		Programming 2- Computational Thinking. Various activities to develop the four areas of computational thinking. Lessons 1,2,3 and 4.	Investigating weather. Understanding how the weather forecast is created and learning how satellites work. Lessons 1,3,4 and 5.
Year 5 Kapow Condensed	Online safety – Online protection Delivered through class assembly time	Computing Systems and Networks: Search engines Lessons 1 - 4	Programming 1: Music Lessons 1-4 Kapow Online safety – Online communication Delivered through class assembly time	Data Handling: Mars Rover 1 Kapow Lessons 1, 2 and 4 Online safety – Online reputation Delivered through class assembly time	Online safety – Online health Delivered through class assembly time	Creating media: Stop Motion Animation Lessons 1-4 Kapow Online safety – Online bullying Delivered through class assembly time
Year 6 Kapow Full curriculum	Computing systems and networks: Bletchley Park	Online Safety	Programming: Intro to python	Data Handling: Big Data 1		Creating Media: History of Computers.

