

Kapow Primary's **Computing** schemes are being updated. Refreshed units of lessons will be published throughout the 2026/27 academic year.

From September 2026, schools can choose to use refreshed units as they become available or continue teaching the current schemes until the full refresh is complete in 2027/28.

- **At William Law, we will continue to use the 2025/26 schemes for the 2026/27 academic year. These are outlined below.**
- **Each year group has a set of 5-6 standalone online-safety lessons. These must be taught throughout the year. I suggest 1 every half-term.**

|                                | Autumn 1 (1)                                                                                                                                                                                                                                                                                                                                   | Autumn 2 (2)                                                                                                                                                                                                                                                                                                | Spring 1 (3)                                                                                                                                                                                                                                                                                                                                           | Spring 2 (4)                                                                                                                                                                                                                                                                                                                         | Summer 1 (5)                                                                                                                                                                                                                                                                                                                              | Summer 2 (6)                                                                                                                                                                                                                                                                                                                                                  |
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| <b>EYFS</b>                    | Set up continuous provision in your classroom                                                                                                                                                                                                                                                                                                  | <b>Computing Systems &amp; Networks 1: Using a computer</b><br>Investigating the main parts of a computer and learning how the keyboard and mouse are used to control it. Pupils also practise how to log in, log out and navigate simple digital tasks independently.                                      | <b>Programming 1: Instructions</b><br>Developing an understanding of how to receive and give instructions while learning why instructions need to be clear and precise.                                                                                                                                                                                | <b>Computing Systems &amp; Networks 2: Exploring Hardware</b><br>Investigating different computer hardware parts and learning how to operate a camera.                                                                                                                                                                               | <b>Programming: Bee-Bots</b><br>Exploring simple programming by experimenting with a Bee-Bot or Blue-Bot and investigating how hardware responds to commands.                                                                                                                                                                             | <b>Data Handling: Introduction</b><br>Learning how to sort and categorise data and an introduction to branching databases and pictograms.                                                                                                                                                                                                                     |
| <b>Y1</b>                      | <b>Computing Systems &amp; Networks: Improving mouse skills</b><br>Developing an understanding of how to log in and navigate around a computer while building mouse control skills, including clicking, dragging and dropping. Pupils apply these skills to create digital artwork inspired by Kandinsky and produce their own self-portraits. | <b>Programming: Commands Unplugged</b><br>Exploring commands and instructions through a range of unplugged games and activities while developing an understanding of key programming vocabulary. Pupils apply their learning by following and creating simple instructions to predict and control outcomes. | <b>Skills Showcase: Rocket to the Moon</b><br>Developing keyboard and mouse skills through designing, building and testing digital projects using a range of software tools. Pupils create a digital list of materials, use drawing software to produce designs and record data to support and evaluate their work.                                    | <b>Programming: Bee-Bots</b><br>Exploring commands, instructions and errors through programming a Bee-Bot and learning how sequences control movement. Pupils practise debugging and apply logical thinking to predict, test and improve simple programs.                                                                            | <b>Creating Media: Digital Imagery</b><br>Developing creativity and imagination through planning a miniature adventure story and capturing it using photography techniques. Pupils enhance photographs using editing tools, combine images from different sources and apply their skills to create a high-quality photo collage showcase. | <b>Data Handling: Introduction to data</b><br>Exploring what data is, how it can be represented and why it is useful in everyday life and computing. Pupils investigate different ways data can be gathered and recorded by humans and computers before applying their understanding to organise and interpret information.                                   |
| <b>Y2</b>                      | <b>Computing systems and networks 1: What is a computer?</b><br>Exploring what a computer is by identifying different inputs and outputs and understanding how computers process information. Pupils investigate how computers are used in the wider world before designing their own computerised invention.                                  | <b>Programming 1: Algorithms &amp; Debugging</b><br>Developing an understanding of what algorithms are, how to program them and how they can be developed to be more efficient through a range of unplugged and plugged-in activities.                                                                      | <b>Computing systems and networks 2: Word processing</b><br>Developing word processing skills by learning touch typing, using keyboard shortcuts and exploring how to stay safe online. Pupils apply formatting and editing tools, including bold, italics and font colour, before importing images to create and improve their own digital documents. | <b>Programming 2: MakeCode</b><br>Exploring how to use 'MakeCode' by investigating what different programming blocks do and how they control outcomes. Pupils apply their understanding by planning, building and testing their own program.                                                                                         | <b>Creating media: Stop motion: Using tablets</b><br>Creating simple animations, storyboarding creative ideas and decomposing a story into small action steps.                                                                                                                                                                            | <b>Data Handling: International Space Station</b><br>Exploring how astronauts survive on the International Space Station, including how data is collected, used and displayed through sensor systems and monitoring equipment. Pupils also consider habitable planets, how people live and work in space and how space exploration can benefit life on Earth. |
| <b>Y3</b>                      | <b>Computing systems and networks 1: Networks</b><br>Developing an understanding of computer networks by learning how devices communicate and share information. Pupils investigate network components and explore real-world examples to apply their understanding of how information is transferred between connected devices.               | <b>Programming: Scratch</b><br>Investigating programming through Scratch by creating animations and learning key coding concepts. Pupils apply their understanding by testing, debugging and evaluating their work to improve and refine digital projects.                                                  | <b>Computing systems and networks 2: Emailing</b><br>Learning how to send emails with attachments and understanding the importance of using them safely and responsibly. Pupils also reflect on the content of digital communications and recognise the importance of making responsible decisions as digital citizens.                                | <b>Computing systems and networks 3: Journey inside a computer</b><br>Exploring how computers work by role-playing different computer parts and creating paper models of computer systems. Pupils also investigate similarities and differences between devices to develop their understanding of computer functions and components. | <b>Video Trailers</b><br>Developing digital video skills through creating trailers that use special effects, transitions and editing techniques. Pupils apply their understanding by planning, producing and refining video content for a book trailer.                                                                                   | <b>Data handling: Comparison cards catabases</b><br>Exploring the concepts of sorting and filtering by learning about records, fields and data. Pupils apply their understanding by sorting and filtering data to plan a holiday.                                                                                                                             |
| <b>Y4</b><br><i>(doing Y3)</i> | <b>Computing systems and networks 1: Networks</b><br>Developing an understanding of computer networks by learning how devices communicate and share information. Pupils investigate network components and explore real-world examples to apply their understanding of how information is transferred between connected devices.               | <b>Programming: Scratch</b><br>Investigating programming through Scratch by creating animations and learning key coding concepts. Pupils apply their understanding by testing, debugging and evaluating their work to improve and refine digital projects.                                                  | <b>Computing systems and networks 2: Emailing</b><br>Learning how to send emails with attachments and understanding the importance of using them safely and responsibly. Pupils also reflect on the content of digital communications and recognise the importance of making responsible decisions as digital citizens.                                | <b>Computing systems and networks 3: Journey inside a computer</b><br>Exploring how computers work by role-playing different computer parts and creating paper models of computer systems. Pupils also investigate similarities and differences between devices to develop their understanding of computer functions and components. | <b>Video Trailers</b><br>Developing digital video skills through creating trailers that use special effects, transitions and editing techniques. Pupils apply their understanding by planning, producing and refining video content for a book trailer.                                                                                   | <b>Data handling: Comparison cards catabases</b><br>Exploring the concepts of sorting and filtering by learning about records, fields and data. Pupils apply their understanding by sorting and filtering data to plan a holiday.                                                                                                                             |
| <b>Y5</b>                      | <b>Computing systems and networks: Search engines</b><br>Investigating how search engines work and developing effective searching skills to find relevant and accurate information online. Pupils evaluate the reliability of online content, explore how web crawlers organise information and apply their                                    | <b>Programming 1: Music</b><br>Developing programming and music skills through creating digital sounds, beats and melodies using coding techniques. Pupils apply their understanding by using nested loops to create rhythms and compose a soundtrack with layered musical patterns.                        | <b>Data Handling: Mars Rover 1</b><br>Exploring how the Mars Rover collects, stores and transmits data back to Earth using binary code and computer systems. Pupils investigate computer architecture, learn how binary represents different types of data and apply their understanding to read and interpret binary numbers and text.                | <b>Programming 2: BBC micro:bit</b><br>Investigating how to program the BBC micro:bit by creating interactive projects using sensors, variables and conditional statements. Pupils experiment with variables, apply conditional statements and develop an understanding of how coding brings digital devices to life.                | <b>Using Stop Motion Studio</b><br>Developing an understanding of animation by exploring stop-motion techniques and how moving images are created. Pupils plan, create and edit their own stop-motion project, applying digital skills to produce a finished animation.                                                                   | <b>Skills Showcase: Mars Rover 2</b><br>Investigating how computers represent and process digital images through pixels, binary code and image compression. Pupils apply their understanding by creating pixel artwork, experimenting with 3D design tools and designing a functional Mars Rover tyre using Tinkercad.                                        |

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|    | understanding by creating an informative poster.                                                                                                                                                                                                                                                                                                                                  |                                                                                                                                                                                                                                                                                                               |                                                                                                                                                                                                                                                                                                                                  |                                                                                                                                                                                                                                                                                                                     |                                                                                                                                                                                                                                                                                                                         |                                                                                                                                                                                                                                                                                                           |
| Y6 | <p><b>Computing systems and networks: Bletchley Park and the history of computers</b></p> <p>Investigating secret codes, secure passwords and the history of computers to understand how technology and cybersecurity have developed over time. Pupils research past computers before designing a computer of the future and creating an audio advert to present their ideas.</p> | <p><b>Computing systems &amp; networks: Exploring AI</b></p> <p>Exploring what AI is and how it generates text, images and code. Pupils learn about creating and refining prompts to improve AI responses while also considering the ethical implications of AI and its potential to replace human roles.</p> | <p><b>Data Handling 1: Big Data</b></p> <p>Exploring how data is transmitted and used in everyday technology through barcodes, QR codes, infrared communication and RFID systems. Pupils investigate real-world applications of digital data before collecting, analysing and evaluating transport and tracking information.</p> | <p><b>Programming: Intro to Python</b></p> <p>Exploring programming through Logo and Python while learning how loops, nested loops and random numbers control digital outcomes. Pupils experiment with coding techniques and apply their understanding to create algorithmic artwork inspired by Piet Mondrian.</p> | <p><b>Data Handling 2: Big Data</b></p> <p>Investigating how data is transferred, collected and used in connected technologies, including the Internet of Things and smart systems. Pupils explore how data can improve everyday life, then design and present ideas for transforming a school into a smart school.</p> | <p><b>Skills Showcase: Inventing a product</b></p> <p>Designing an electronic product using coding, debugging and computer-aided design to understand how digital technologies support product development. Pupils also create a website and video advert to present and promote their product ideas.</p> |