

Computing Curriculum Overview - Kapow

<u>2021-2022</u>	<u>Autumn 1</u>	<u>Autumn 2</u>	<u>Spring 1</u>	<u>Spring 2</u>	<u>Summer 1</u>	<u>Summer 2</u>
<u>EYFS</u>	Computing through continuous provision	Using a computer	All about instructions	Exploring hardware	Programming Bee-Bots	Introduction to data
<u>Year 1</u>	Improving mouse skills +Online safety 1	Algorithms unplugged +Online safety 2	Rocket to the moon +Online safety 3	Programming Bee-Bots +Online safety 4	Digital imagery	Introduction to data
<u>Year 2</u>	What is a computer? +Online safety 1	Algorithms and debugging +Online safety 2	Word processing +Online safety 3	Programming; Scratch Jr +Online safety 4	Stop Motion	International Space Station
<u>Year 3</u>	Networks and the internet Year 3 +Online safety 1	Programming: Scratch Year 3 +Online safety 2	Emailing Year 3 +Online safety 3	Journey inside a computer Year 3 +Online safety 4	Video Trailers Year 3	Comparison cards databases Year 3
<u>Year 4/5</u>	Collaborative learning Year 4 +Online safety 1	Further coding with Scratch Year 4 +Online safety 2	Website design Year 4 +Online safety 3	HTML Year 4 +Online safety 4	Computational thinking Year 4	Investigating weather Year 4
<u>Year 5/6</u>	Search Engines Year 5 +Online safety 1	Programming music Year 5 +Online safety 2	Mars Rover 1 Year 5 +Online safety 3	Micro:bit Year 5 +Online safety 4	Stop motion animation Year 5	Mars Rover 2 Year 5

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<u>Year 3/4</u>	Collaborative learning Year 4 +Online safety 1	Further coding with Scratch Year 4 +Online safety 2	Website design Year 4 +Online safety 3	HTML Year 4 +Online safety 4	Computational thinking Year 4	Investigating weather Year 4
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<u>Year 5/6</u>	Bletchley Park Year 6 +Online safety 1	Intro to Python Year 6 +Online safety 2	Big data 1 Year 6 +Online safety 3	History of computers Year 6 +Online safety 4	Big data 2 Year 6	Inventing a product Year 6

