Kapow Computing - Key Stage 1

NB. FOLLOW E-SAFETY PLANNING AT THE START OF EVERY UNIT

	Cycle 1	Cycle 2
Autumn 1	Year 1- Improving mouse skills. Computing systems and networks	Year 1 – Bee-bots Programming
Autumn 2	Year 1 – Algorithms unplugged Programming	Year 1 – Digital imagery Creating `media
Spring 1	Year 1 – Rocket to the moon Skills showcase	Year 1 – Introduction to data Data handling
Spring 2	Year 2 – What is a computer? Computing systems and networks	Year 2 – Scratch Jr Programming
Summer 1	Year 2 – Algorithms and debugging Programming	Year 2 – Stop motion Creating media
Summer 2	Year 2 – Word processing Computing systems and networks	Year 2 – International space station Data Handling

Kapow Computing - LKS2

NB. FOLLOW E-SAFETY PLANNING AT THE START OF EVERY UNIT

	Cycle 1	Cycle 2
Autumn 1	Year 3 – Emailing Computing systems and networks	Year 3 – Networks and the internet Computing systems and networks
Autumn 2	Year 3 – Programming Scratch Programming	Year 3 – Comparison cards Data handling
Spring 1	Year 3 – Video trailers Creating media	Year 3 – Journey inside a computer Computing systems and networks
Spring 2	Year 4 – Website design Creating media	Year 4 – Collaborative learning Computing systems and networks
Summer 1	Year 4 – Further coding with Scratch Programming	Year 4 – Investigating weather Data Handling
Summer 2	Year 4 – Computational thinking Programming	Year 4 – HTML Skills showcase

Kapow Computing - UKS2

NB. FOLLOW E-SAFETY PLANNING AT THE START OF EVERY UNIT

	Cycle 1	Cycle 2
Autumn 1	Year 5 – Micro:bit Programming	Year 5 – Programming music Programming
Autumn 2	Year 5 – Mars Rover 1 Data handling	Year 5 – Stop motion animation Creating media
Spring 1	Year 5 – Mars Rover 2 Skills showcase	Year 5 – search engine Computing systems and networks
Spring 2	Year 6 – Bletchley Park Computing systems and networks	Year 6 – Big data 1 Data handling
Summer 1	Year 6 – History of computers Creating media	Year 6 – Big data 2 Data handling
Summer 2	Year 6 – Inventing a product Skills showcase	Year 6 – Introduction to Python Programming