Computing Whole School Coverage Overview

Kapow Scheme of Work is used as a Framework

	Autumn	Spring	Summer
Rec	Computing systems and networks: Using a computer	Programming 1: All about instructions Computing systems and networks: Exploring hardware	Data handling: Introduction to data
Year 1	Computing systems and networks: Improving mouse skills Programming 1: Algorithms unplugged	Skills showcase: Rocket to the moon Programming 2: Programme Bee-Bots	Creating Media: Digital imagery Data handling: Introduction to data Online Safety
Year 2	Computing systems and networks 1: What is a computer? Programming 1:Algorithms and debugging	Computing systems and networks 2: Word processing Programming 2: Programming: Scratch Jr.	Creating Media: Stop motion Data Handling: International space station Online Safety
Year 3	Computing systems and networks 1: Networks and the internet Programming: Scratch	Computing systems and networks 2: Emailing Computing systems and networks 3: Journey inside a computer	Creating Media: Video trailers Data Handling: Comparison cards databases Online Safety
Year 4	Computing systems and networks: Collaborative learning Programming 1: Further coding with Scratch	Creating Media: website design Skills showcase: HTML	Programming 2: Computational thinking Data Handling: investigating weather Online Safety
Year 5	Data Handling: Mars Rover 1 Programming 2: Micro:bit	Computing systems and networks: Search engines Programming 1: Programming music	Creating Media: Stop motion animation Skills Showcase: Mars Rover 2 Online Safety
Year 6	Computing systems and networks: Bletchley Park Programming: Intro to Python	Data Handling: Big data 1 Creating Media: History of computers	Data Handling: Big data 2 Skills Showcase: Inventing a product Online Safety