



Computing at St Marie's RC Primary School

KS2 are following the condensed long-term overview from Kapow.

	Unit 1	Unit 2	Unit 3	Unit 4		Unit 5
Year 3	Online safety	Computing systems and networks	Programming 1	Creating media	Cross Curricular Topic	Computing Systems and Networks
	Online safety: Year 3 6 lessons Learning about online safety: 'fake news', privacy settings, ways to deal with upsetting online content, protecting our personal information on social media.	Computing systems and networks 1: Networks 6 lessons Introduction to the concept of networks, learning how devices communicate. From identifying components, learn how information is shared and deepen this understanding by exploring examples of real-world networks	Programming: Scratch 6 lessons Exploring Scratch by programming an animation, the children learn key coding concepts, test and debug their work and develop their ability to improve digital projects through evaluation.	Video trailers – Option 1: Using devices other than iPads 6 lessons Creating book trailers		Computing systems and networks 1: Networks 6 lessons Introduction to the concept of networks, learning how devices communicate. From identifying components, learn how information is shared and deepen this understanding by exploring examples of real-world networks
	Unit 1	Unit 2	Unit 3	Unit 4		Unit 5
Year 4	Online safety	Data Handling	Programming 1	Computer Systems and Networks	Cross Curricular Topic	Programming 2

	Online safety: Year 4 6 lessons Learning how to navigate the internet in an informed, safe and respectful way.	Data handling: Investigating weather 6 lessons Researching and storing data using spreadsheets, designing a weather station which gathers and records data and learning how weather forecasts are made. Children use tablets or digital cameras to present a weather forecast.	Programming 1: Further coding with Scratch 6 lessons Programming a game, the children use variables, sensors and if statements, debug their projects and evaluate their designs to improve functionality.	Microsoft Office: Collaborative Learning 6 lessons One Drive, Forms and Spreadsheet	Coding with Crumble and Microbits to create light up posters for D&T	Computational thinking 6 lessons Exploring computational thinking through unplugged activities and applying these to programming.
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	Unit 1	Unit 2	Unit 3	Unit 4		Unit 5
Year 5	Online safety	Computing systems and networks	Programming	Creating media	Cross Curricular Topic	Data Handling
	Online safety: Year 5 6 lessons Learning about potential online dangers and safety.	Computing systems and networks: Search engines 6 lessons Understanding how search engines work and developing searching skills to find relevant and	Programming 1: Music 6 lessons Applying programming skills to plan and create a soundtrack for a particular genre.	Stop-motion animation – Option 1: Stop Motion Studio 6 lessons Pupils learn how to create animations using Stop Motion Studio.		Data handling: Mars Rover 1 6 lessons Identifying how the Mars Rover collects different types of data and transmits this back to Earth using binary code.

		accurate information online.				
	Unit 1	Unit 2	Unit 3	Unit 4		Unit 5
Year 6	Online safety	Computing systems and networks	Programming 1	Computer Systems and Networks	Cross Curricular Topic	Data Handling
	Online safety: Year 6 7 lessons Learning how to navigate the internet in an informed, safe and respectful	Computing systems and networks: Bletchley Park and the history of computers 6 lessons Exploring code-breaking at Bletchley Park, historical figures in computing, the evolution of computers, designing a computer of the future and creating an audio advert, this unit combines lessons from archived content while retaining the progression and skills previously covered in two separate units.	Programming: Exploring Python 6 lessons Exploring text-based programming with Python, the children learn how accurate syntax and nested loops control program outcomes and develop their ability to identify and fix syntax and logic errors through careful debugging.	Computing systems and networks: Exploring AI 6 lessons Exploring what AI is and how it generates text, images and code, as well as learning about creating and refining prompts to improve AI responses while also considering the ethical implications of AI and its potential to replace human roles.		Data handling 1: Big Data 1 6 lessons Understanding about the use of big data including barcodes, QR codes, infrared, and RFID technologies. Children will create and scan their own QR codes, manipulate real-time data in spreadsheets, and present their findings. They also analyse transport data to understand its usefulness to commuters.