



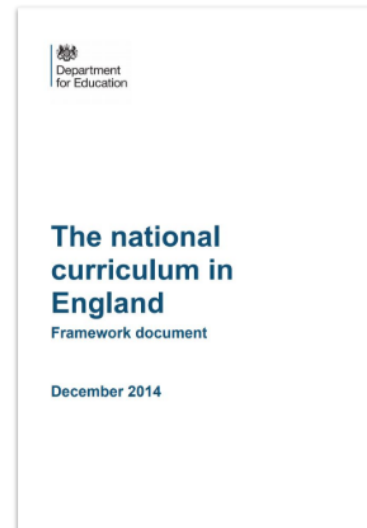
Computing Long-term coverage

How does Kapow Primary help our school to meet the statutory guidance for computing?

Our scheme of work fulfils the statutory requirements for computing outlined in the **National curriculum (2014)** and, when used in conjunction with our RSE & PSHE scheme, also covers the government's **Education for a Connected World -2020 edition** framework (see our [Education for a Connected World framework mapping](#)).



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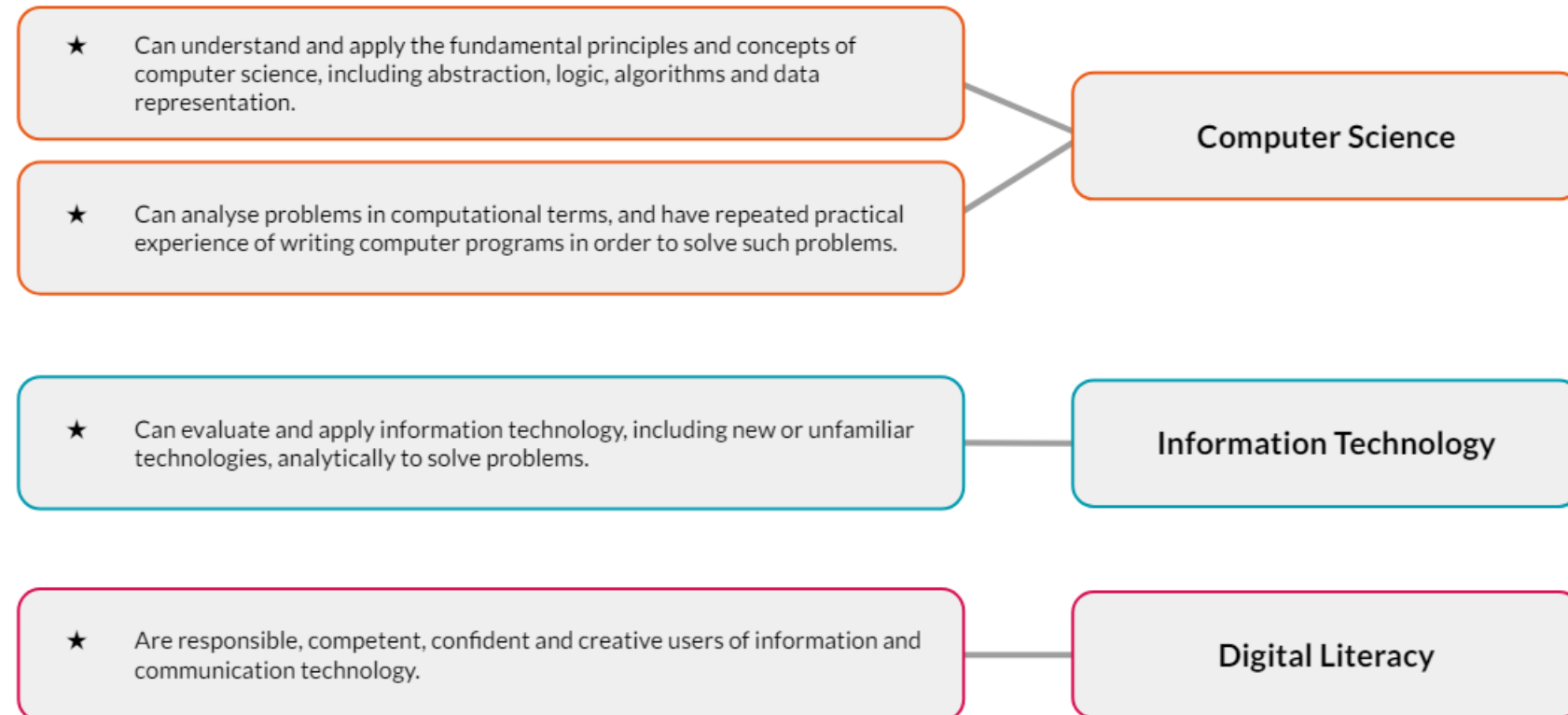


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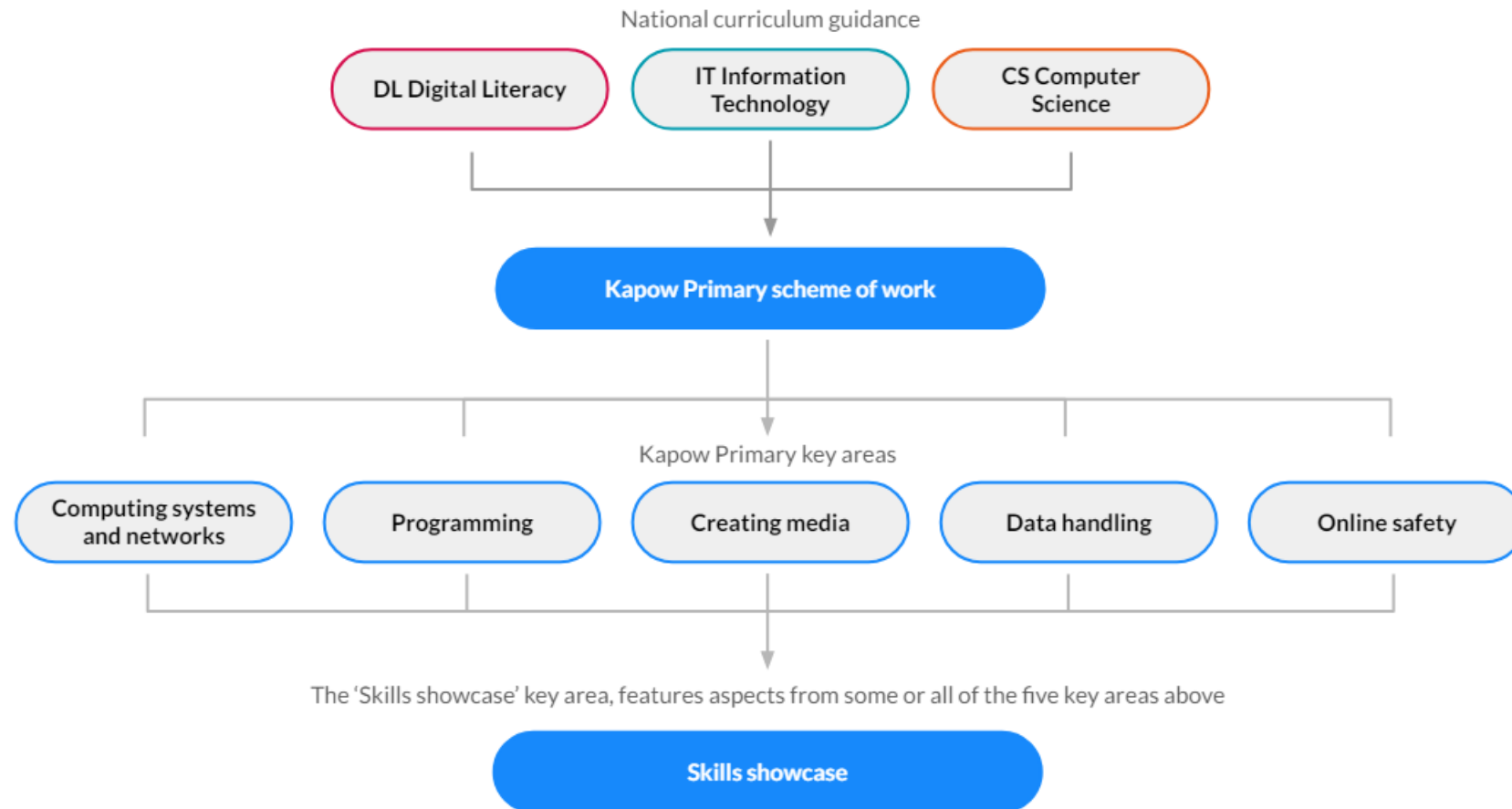
How does Kapow Primary's scheme of work align with the National curriculum?

Our scheme of work fulfils the statutory requirements outlined in the **National curriculum (2014)**. The National Curriculum Programme of Study for Computing aims to ensure that all pupils:

We have identified these three strands which run throughout our scheme of work:



How is the Computing scheme of work organised?



Cycle A			
	Autumn 1	Spring 1	Summer 1
Class 1	Year 1: Online Safety EYFS: Computing Systems & networks	EYFS: Programming Bee Bots Year 1: Rocket to the Moon	Year 1: Digital Imagery EYFS: Data Handling
Class 2	Year 3: Online safety Year 2: Computing Systems & networks	Year 3: Scratch Year 2: Stop Motion	Year 2: Word Processing Year 2: International Space Station
Class 3	Year 6: Online safety Year 4: Scratch Coding	Year 5: Stop motion Year 4: media-website design	Year 6: Systems & networks- Bletchley Park Year 4: Mars Rover I

Cycle B			
	Autumn 1	Spring 1	Summer 1
Class 1	Year 1: Computing Systems & Networks Year 1: Online Safety	Year 1: Programming Bee Bots EYFS: All about instructions	Year 1: Algorithms unplugged Year 1: Introduction to data
Class 2	Year 2: Online Safety Year 3: Emailing	Year 2: Algorithms Year 3: Databases	Year 3: Creating Media Year 2: Scratch Jr
Class 3	Year 5: Online safety Year 4: Data handling-Weather	Year 5: Search Engines Year 6: Data Handling-Big Data1	Year 6: Programming-Python Year 5: Programming Micro:bit

Cycle C			
	Autumn 1	Spring 1	Summer 1
Class 3	Year 5: Online safety Year 5: Programming-Music	Year 6: Media-History of computers Year 4: HTML	Year 4: Mars Rover II Year 6: Data handling-Big data 2