Computing Overview (Kapow)						
	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS	Computing through continuous provision	Computing systems and networks 1: Using a computer	Programming 1: All about instructions	Computing systems and networks 2: Exploring hardware	Programming 2: Programming Bee-Bots	Data handling: Introduction to data
Year 1	**Pre2026 online safety unit** Computing systems: Using computers 1	Programming 1: Commands unplugged	Creating media: Digital designers 1	Option 1: Programming 2: Bee-Bots	Creating media: Digital designers 2	Data handling: Introduction to data
Year 2	Computing systems: Using computers 2	Programming 1: Algorithms and debugging	Computing – Y2: The internet	Programming 2: MakeCode	Creating media: Digital designers 3	**Online safety: Online privacy and safe use**
Year 3	**Pre 2026 Online safety unit** Programming: Scratch	Computing systems: Connecting devices	Programming: MakeCode: Loops	Creating media: Creating video trailers	Creating media: Creating a website	Data handling: Exploring branching databases
Year 4	Programming 1: Further coding with Scratch	Y4 Computing systems: Connecting networks	Programming 2: Computational thinking	Y4 Computing systems: Managing digital information	Creating media: Creating digital images	**Online safety: Connecting safely online**
Year 5	**Pre 2026 Online safety unit** Programming 1: Scratch: Music	Computing systems: Websites, search and storage	Programming 2: BBC micro:bit	Creating media: Creating animations	Creating media: Creating podcasts	Data handling: Exploring spreadsheets
Year 6	Programming 1: Scratch: Pixels and positions	Computing systems: Understanding hardware, networks and security	Programming: Exploring Python	Computing systems and networks: Machine learning	Creating media: Creating a multimedia project	**Online safety: Life online**

Computer Science: How computers and networks work. Computer Science gives all children the opportunity to learn basic computer programming (coding).

Information Technology: The use of computers for functional purposes, such as collecting and presenting information or using search technology

Digital Literacy: The safe and responsible use of technology, including recognising its advantages for collaboration or communication.