Computing
Transitioning to Kapow Primary

Please refer to this document for a suggested plan that includes catch-up units to support both staff and pupils when transitioning and implementing our Computing scheme into your school for the first time.

Please note: this document is updated regularly to reflect changes in our content. This version was last updated on **30.04.24**. For the most recent version, please visit this link.

Contents:

How do I use this document?

This document includes a suggested plan for each year group to help staff and pupils smoothly transition to our Computing scheme. All year groups have two catch-up units (except Year 2 where there is one) to build a solid foundation of essential knowledge and skills before proceeding to our intended units and lessons for the year group.

The catch-up units are made up of selected lessons taken from a range of units in the previous year groups.

This will support both staff and pupils in feeling confident and comfortable when approaching more advanced lessons.

Catch-up unit 1	Catch-up unit 2	Kapow Primary intended scheme of work
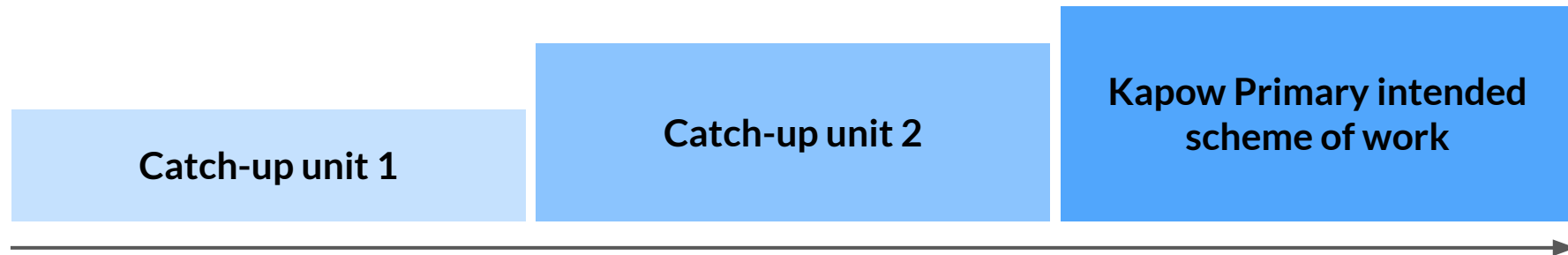
NB. Please refer to our Required hardware and software list for Computing for a comprehensive list of applications and software packages that are used across our Computing scheme of work.

Timetable for first year of teaching (including one additional Online safety unit lesson per half term)

Term	Unit
Autumn 1	Catch up unit *Please refer to Page 4 for further information on this unit.*
Autumn 2	Computing systems and networks 1: What is a computer?
Spring 1	Programming 1: Algorithms and debugging
Spring 2	Programming 2: Scratch Jr
Summer 1	Computing systems and networks 2: Word processing
Summer 2	Data handling: International Space Station

Catch up unit

Lesson:	Year:	Selected lessons:	Notes and software required:
1	Y1	Computing systems and networks: Improving mouse skills: Logging in	Uses *Sketchpad.**
2	Y1	Computing systems and networks: Improving mouse skills: Click and drag skills	Uses *Sketchpad.**
3	Y1	Programming 1: Algorithms unplugged: What is an algorithm?	
4	Y1	Programming 2 (Option 2): Virtual Bee-bot: Getting to know a virtual device	Uses an online *Beebot* if none available.*
5	Y1	Data handling: Introduction to data: Animal branching databases	Uses '*J2E's JIT5*' - needs a Microsoft or Google login - children will need support as previous lessons in this unit have used the program so there is some assumed knowledge.*
6	Y1	Skills showcase: Rocket to the Moon: Rocket design	Uses *Sketchpad.**

Term	Unit
Autumn 1	Catch up unit 1 *Please refer to Page 6 for further information on this unit.*
Autumn 2	Catch up unit 2 Please refer to Page 7 for further information on the catch-up unit.
Spring 1	Computing systems and networks 1: Networks
Spring 2	Programming: Scratch
Summer 1	Computing systems and networks 3: Journey inside a computer
Summer 2	Data handling: Comparison cards databases

Timetable for first year of teaching (including one additional Online safety unit lesson per half term)

Catch up unit 1

Lesson:	Year:	Selected lessons:	Notes and software required:
1	Y1	Computing systems and networks: Improving mouse skills: Logging in	Uses *Sketchpad*.*
2	Y1	Skills showcase: Rocket to the Moon: Rocket design	Uses *Sketchpad*.*
3	Y2	Computing systems and networks 1: What is a computer? : Computer parts	Uses *Sketchpad*.*
4	Y2	Computing systems and networks 1: What is a computer? : Inputs	
5	Y1	Data handling: Introduction to data: Animal branching databases	Uses '*J2E's JIT5*' - needs a Microsoft or Google login - children will need support as previous lessons in this unit have used the program so there is some assumed knowledge.*

Catch up unit 2

Lesson:	Year:	Selected lessons:	Notes and software required:
1	Y2	Computing systems and networks 2: Word processing: Getting to know the keyboard	Uses *Typing Club*.*
2	Y2	Computing systems and networks 2: Word processing: Getting started with word processing	Uses *Typing Club* and a word processing program.*
3	Y1	Programming 1: Algorithms unplugged: What is an algorithm?	
4	Y2	Programming 1: Algorithms and debugging: Unplugged debugging	
5	Y2	Programming 2: Scratch Jr: Using Scratch Jr	Uses *Scratch Jr*.*

Timetable for first year of teaching (including one additional Online safety unit lesson per half term)

Term	Unit
Autumn 1	Catch up unit 1 *Please refer to Page 9 for further information on this unit.*
Autumn 2	Catch up unit 2 *Please refer to Page 10 for further information on this unit.*
Spring 1	Computing systems and networks
Spring 2	Further coding with Scratch (Lesson 1, Lesson 2 and Lesson 3) Computational thinking (Lesson 1 and Lesson 2)
Summer 1	Creating media: Website design
Summer 2	Data handling: Investigating weather

Catch up unit 1

Lesson:	Year:	Selected lessons:	Notes and software required:
1	**Y2**	[Computing systems and networks 2: Word processing: Getting to know the keyboard](#)	Uses *Typing Club.**
2	**Y2**	[Computing systems and networks 2: Word processing: Getting started with word processing](#)	Uses *Typing Club* and a word processing program.*
3	**Y2**	[Computing systems and networks 1: What is a computer? :Computer parts](#)	Uses *Sketchpad.**
4	**Y3**	[Computing systems and networks 1: Networks and the internet: What is a network?](#)	
5	**Y3**	[Computing systems and networks 1: Networks and the internet: How a website works](#)	

Catch up unit 2

Lesson:	Year:	Selected lessons:	Notes and software required:
1	Y2	Programming 1: Algorithms and debugging: Unplugged debugging	
2	Y3	Programming: Scratch: Tinkering with Scratch	Uses *Scratch*.*
3	Y3	Programming: Scratch: Using loops	Uses *Scratch*.*
4	Y3	Programming: Scratch: Making an animation	Uses *Scratch*.*
5	Y3	Computing systems and networks 3: Journey inside a computer: Inputs and outputs	Uses *Canva* or *Sketchpad*.*

Timetable for first year of teaching (including one additional Online safety unit lesson per half term)

Term	Unit
Autumn 1	Catch up unit 1 *Please refer to Page 12 for further information on this unit.*
Autumn 2	Catch up unit 2 *Please refer to Page 13 for further information on this unit.*
Spring 1	Computing systems and networks: Search engines
Spring 2	Programming 1: Music
Summer 1	Creating media: Stop motion animation
Summer 2	Data handling: Mars Rover 1

Catch up unit 1

Lesson:	Year:	Selected lessons:	Notes and software required:
1	Y2	Computing systems and networks 2: Word processing: Getting to know the keyboard	Uses *Typing Club.**
2	Y2	Computing systems and networks 1: What is a computer? : Computer parts	Uses *Sketchpad.**
3	Y4	Programming 2: Computational thinking: What is computational thinking?	
4	Y4	Data handling: Investigating weather: What's the weather?	
5	Y4	Data handling: Investigating weather: Weather stations	

*Please refer to our   for more information.

Year 5

Catch up unit 2

Lesson:	Year:	Selected lessons:	Notes and software required:
1	Y3	Programming: Scratch: Tinkering with Scratch	Uses *Scratch.**
2	Y3	Programming: Scratch: Using loops	Uses *Scratch.**
3	Y3	Programming: Scratch: Making an animation	Uses *Scratch.**
4	Y3	Programming: Scratch: Storytelling	Uses *Scratch.**
5	Y4	Programming 1: Further coding with Scratch: Introduction to variables	Uses *Scratch.**

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Timetable for first year of teaching (including one additional Online safety unit lesson per half term)

Term	Unit
Autumn 1	Catch up unit 1 *Please refer to Page 15 for further information on this unit.*
Autumn 2	Bletchley Park
Spring 1	History of computers
Spring 2	Catch up unit 2 *Please refer to Page 16 for further information on this unit.*
Summer 1	Introduction to Python
Summer 2	Big data 1

Catch up unit 1

Lesson:	Year:	Selected lessons:	Notes and software required:
1	Y3	Computing systems and networks 1: Networks: What is a network?	Uses cameras/tablets.*
2	Y3	Computing systems and networks 1: Networks and the internet: How a website works	
3	Y5	Computing systems and networks: Search engines: Searching basics	
4	Y5	Computing systems and networks: Search engines: Inaccurate information	
5	Y4	Programming 2: Computational thinking: What is computational thinking?	Uses cameras/tablets.*

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Catch up unit 2

Lesson:	Year:	Selected lessons:	Notes and software required:
1	Y3	Programming: Scratch: Tinkering with Scratch	Uses *Scratch.**
2	Y3	Programming: Scratch: Using loops	Uses *Scratch.**
3	Y3	Programming: Scratch: Making an animation	Uses *Scratch.**
4	Y3	Programming: Scratch:Storytelling	Uses *Scratch.**
5	Y4	Programming 1: Further coding with Scratch: Introduction to variables	Uses *Scratch.**

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Other useful documentation:

There are a number of key documents that can support you in planning and delivery of the Kapow Primary **Computing** scheme. Visit the **Subject planning page** for more.

✔ **National curriculum coverage document:**

- Outlines which of the National curriculum attainment targets are covered by each unit.

✔ **Curriculum long-term plans:**

- There are three long-term plans for our Computing scheme, that include suggested methods of delivery for the full school year, mixed-age and a condensed school year.

✔ **Progression of skills document:**

- Shows how understanding and application of key concepts, skills and knowledge builds year on year.

✔ **Knowledge organisers - one per unit:**

- One page overview of the key knowledge and vocabulary from a unit to support pupils' learning.

✔ **Required hardware, software and equipment lists:**

- Explains which software each of the commonly used devices require nd other equipment needed for the unit.

✔ **Intent, Implementation, Impact statement**