

Computing

Long-term plan

Condensed

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Suggested long-term plan: Computing

Overview (All year groups)

	Autumn	Spring	Summer 2	One Online safety unit in each phase
EYFS	Computing systems and networks 1: Using a computer	Programming 1: All about instructions	Computing systems and networks 2: Exploring hardware	
Year 1	Computing systems: Using computers 1	Programming 2: Bee-Bots	Data handling: Introduction to data	Coming soon!
Year 2	Computing systems: Using computers 2	Programming 2: MakeCode	Creating media: Digital designers 3	Online safety: Online privacy and safe use
Year 3	Programming: Scratch	Computing systems: Connecting devices	Data handling: Exploring branching databases	
Year 4	Programming 1: Further coding with Scratch	Computing systems: Connecting networks	Creating media: Creating digital images	Online safety: Connecting safely online
Year 5	Programming 2: BBC micro:bit	Computing systems: Websites, search and storage	Data handling: Exploring spreadsheets	
Year 6	Programming: Exploring Python	Computing systems: Understanding hardware, networks and security	Creating media: Creating a multimedia project	Online safety: Life online

Kapow Primary is refreshing its Computing scheme for 2026/27 – learn more [here](#). Units will be added to the upcoming long-term plan as they are published, well in advance of teaching. There may be minimal changes to unit titles when units are published.

Note: If using the condensed long-term plan, the summer term units and Online safety units will be ready to teach in summer 2. Online safety can be taught in either year group of the phase. If you are teaching a full RSE & PSHE scheme, you may decide that the Online safety within that subject is sufficient, as the National curriculum objective relating to online safety is met in many units throughout the condensed Computing curriculum.

Suggested long-term plan: Computing

Overview - EYFS

EYFS

Autumn	<u>Computing systems and networks 1: Using a computer</u> 5 lessons Investigating the main parts of a computer and learning how the keyboard and mouse are used to control it. Pupils also practise how to log in, log out and navigate simple digital tasks independently.	Spring	<u>Programming 1: All about instructions</u> 5 lessons Developing an understanding of how to receive and give instructions while learning why instructions need to be clear and precise.
Summer 2	<u>Computing systems and networks 2: Exploring hardware</u> 5 lessons Investigating different computer hardware parts and learning how to operate a camera.		

Suggested long-term plan: Computing

Overview - Key stage 1

Year 1

Autumn	<u>Computing systems: Using computers 1</u> 5 lessons Exploring different types of computers, their common parts and how they are used in everyday life, while developing an understanding of logging in, using software and saving digital work. Pupils apply their understanding by creating and saving files, using usernames and passwords, and investigating how digital devices connect and share information through the internet.	Spring	<u>Programming 2: Bee-Bots</u> 5 lessons Exploring commands, instructions and errors through programming a Bee-Bot and learning how sequences control movement. Pupils practise debugging and apply logical thinking to predict, test and improve simple programs.
Summer 2	<u>Data handling: Introduction to data</u> 0 lessons Exploring data by collecting, organising and presenting information using digital tools. Pupils learn how to group data, create simple digital charts and pictograms and evaluate how effectively information has been represented and communicated.	One Online safety unit in each phase	

Suggested long-term plan: Computing

Overview - Key stage 1

Year 2

Autumn	<u>Computing systems: Using computers 2</u> 5 lessons Exploring how computers use inputs, programs and outputs to make things happen, pupils identify common input and output devices and recognise how computers are used in everyday life. They also learn how to log in and out safely and save and organise files so they can find their work again later.	Spring	<u>Programming 2: MakeCode</u> 5 lessons Exploring how to use 'MakeCode' by investigating what different programming blocks do and how they control outcomes. Pupils apply their understanding by planning, building and testing their own program.
Summer 2	<u>Creating media: Digital designers 3</u> 0 lessons Creating digital content for a specific purpose and audience by combining text and images effectively. Pupils learn how layout, size and colour can improve communication, organise content on a page and develop their editing skills by reviewing and improving their work.	One Online safety unit in each phase	<u>Online safety: Online privacy and safe use</u> 0 lessons Learning how to stay safe online by understanding online accounts, passwords and personal information. Pupils learn to behave responsibly online, recognise potential risks and respond safely to unfamiliar messages by reporting concerns to a trusted adult.

Suggested long-term plan: Computing

Overview - Lower key stage 2

Year 3

Autumn	<u>Programming: Scratch</u> 5 lessons Investigating programming through Scratch by creating animations and learning key coding concepts. Pupils apply their understanding by testing, debugging and evaluating their work to improve and refine digital projects.	Spring	<u>Computing systems: Connecting devices</u> 5 lessons Exploring computers, their components and peripherals, including how devices connect and work together in networks to share information. Pupils apply their understanding by identifying suitable technology for different tasks, connecting devices and using a school network to access and share information.
Summer 2	<u>Data handling: Exploring branching databases</u> 0 lessons Exploring how branching databases organise and classify information using yes/no questions. Pupils plan, create and test their own digital branching databases and evaluate how effectively they identify and classify information.		

Suggested long-term plan: Computing

Overview - Lower key stage 2

Year 4

Autumn	<u>Programming 1: Further coding with Scratch</u> 5 lessons Designing and programming a game using variables, sensors and 'if' statements to control outcomes and interactions. Pupils debug and evaluate their projects to improve functionality, refine gameplay and develop more effective game designs.	Spring	<u>Computing systems: Connecting networks</u> 5 lessons Exploring how local networks connect to the internet and how people use the World Wide Web. Pupils learn about routers, servers, websites and search engines before discovering how networks enable communication and collaboration.
Summer 2	<u>Creating media: Creating digital images</u> 0 lessons Editing digital images by capturing, enhancing and modifying photographs using a range of digital tools, including simple AI features. Pupils learn how images can be improved for a purpose and explore how automated tools can support the editing process.	One Online safety unit in each phase	<u>Online safety: Connecting safely online</u> 0 lessons Developing online safety by learning how people connect through online platforms and games. Pupils learn to recognise unacceptable behaviour, understand the risks of communicating with strangers and know how to respond to problems and seek help from a trusted adult.

Suggested long-term plan: Computing

Overview - Upper key stage 2

Year 5

Autumn	<u>Programming 2: BBC micro:bit</u> 5 lessons Investigating how to program the BBC micro:bit by creating interactive projects using sensors, variables and conditional statements. Pupils experiment with variables, apply conditional statements and develop an understanding of how coding brings digital devices to life.	Spring	<u>Computing systems: Websites, search and storage</u> 5 lessons Explore how the internet and digital systems help us access, store and share information.
Summer 2	<u>Data handling: Exploring spreadsheets</u> 0 lessons Using spreadsheets to organise, analyse and present data. Pupils learn how to enter and format information, use simple formulas and create charts, before evaluating how effectively spreadsheets can answer questions and solve real-world problems.		

Suggested long-term plan: Computing

Overview - Upper key stage 2

Year 6

Autumn	<u>Programming: Exploring Python</u> 5 lessons Exploring text-based programming with Python, pupils learn how syntax and nested loops control program outcomes and develop their ability to identify and fix syntax and logic errors through careful debugging.	Spring	<u>Computing systems: Understanding hardware, networks and security</u> 5 lessons Exploring how computer systems work, focusing on hardware, networks, data storage, data packets, troubleshooting and security. Pupils develop their understanding of how information travels across networks, solve simple hardware and network problems and explore how security measures help protect accounts and information.
Summer 2	<u>Creating media: Creating a multimedia project</u> 0 lessons Bringing together creating media skills developed throughout primary school, pupils plan and create a multimedia project. They combine text, images, audio and video to communicate information for a specific audience, evaluating and refining their work to improve its effectiveness.	One Online safety unit in each phase	<u>Online safety: Life online</u> 1 lessons Learning about social media and online platforms by examining how content is shared and viewed online. Pupils consider how online identities are shaped, recognise online risks and learn how to use tools such as block, mute and report to stay safe.