

	Unit 1	Unit 2	Unit 3	Unit 4	Unit 5	Unit 6	Online Safety
Year 3	<p>Computing Systems and Networks (Kapow Year 2) What is a Computer? Exploring what a computer is by identifying how inputs and outputs work and how computers are used in the wider world to design their own computerised invention.</p>	<p>Programming (Code-it/Scratch) Guided Make Learn how to decompose and problem solve by programming a magic carpet to fly, and be steered through obstacles, to its home.</p>	<p>Computing Systems and Networks (Kapow Year 3) Networks and the Internet Learning what a network and how devices communicate and share information.</p>	<p>Programming (Code-it/Scratch) Shape Sequence Learn how to input sequences with repeated instructions to draw shapes.</p>	<p>Creating Media (Kapow Year 1) Digital Imagery Taking and editing photos, searching for and adding images to a project.</p>	<p>Data Handling (Kapow Year 2) International Space Station Learning how data is collected, used and displayed and the scientific learning of the conditions needed for plants and humans, to survive.</p>	<p><u>Year 2</u></p> <ul style="list-style-type: none"> Learning how to keep information safe and private online Who we should ask before sharing things online How to give or deny permission online <p><u>Year 3</u></p> <ul style="list-style-type: none"> Learning the difference between fact, opinion and belief How to deal with upsetting online content Knowing how to protect personal information online
Year 4	<p>Computing Systems and Networks (Kapow Year 3) Journey Inside a Computer Assuming the role of computer parts and creating paper versions of computers to consolidate understanding of how a computer works.</p>	<p>Programming (Code-it/Scratch) Sequence to Loops Drawing shapes using loop functions.</p>	<p>Creating Media (Kapow Year 2) Stop Motion Learning how to create simple animations from storyboarding creative ideas.</p>	<p>Computing Systems and Networks (Kapow Year 4) Collaborative Learning Learning how to work collaboratively and exploring a range of collaborative tools.</p>	<p>Programming (Code-it/Scratch) Continuous Loops Learn how to re-create a game that uses continuous loops.</p>	<p>Data Handling (Kapow Year 3) Comparison Cards Databases Learning about records, fields and data and sorting and filtering data.</p>	<p><u>Year 4</u></p> <ul style="list-style-type: none"> Searching for information and making a judgement about the probable accuracy Recognising adverts and pop-ups Understanding that technology can be distracting
Year 5	<p>Data Handling (Year 5) Mars Rover 1 + 2 Learning about the Mars Rover, exploring how and why it transfers data including instructions, and how messages can be sent using binary code.</p>	<p>Creating Media (Kapow Year 3) Video Trailers Developing digital video skills to create trailers, with special effects and transitions.</p>	<p>Programming (Code-it/Scratch) Condition Starts Action Use "if statements" to create a game.</p>	<p>Computing Systems and Networks (Kapow Year 5) Search Engines Learning about how page rank works and how to identify inaccurate information.</p>	<p>Programming (Code-it/Scratch) Condition Switches Between Actions Create a game that incorporates the usage of "if/else statements"</p>		<p><u>Year 5</u></p> <ul style="list-style-type: none"> Learning about app permissions The positive and negative aspects of online communication Online information is not always factual How to deal with online bullying and managing our health and wellbeing
Year 6	<p>Computing Systems and Networks (Kapow Year 6) Exploring AI Exploring what AI is and how it generates text, images and code.</p>	<p>Data Handling (Kapow Year 6) Big Data 1 Understanding the use of big data including barcodes, QR codes, infrared and RFID technologies.</p>	<p>Programming (Code-it/Scratch) Basic, Nested and Looped Procedures Investigating what procedures are in everyday life and also within coding. This is followed by defining procedures and inserting them in code.</p>	<p>Creating Media (Kapow Year 4) Website Design Learning how web pages and sites are created and how to embed media and links.</p>	<p>Computing Systems and Networks (Kapow Year 6) Bletchley Park Discovering the history of Bletchley and learning about code breaking and password hacking. Demonstrating digital literacy skills by creating presentations.</p>	<p>Programming (Code-it/Scratch) Simple Procedures Create a game that implements their previous learning about defined procedures and next procedures.</p>	<p><u>Year 6</u></p> <ul style="list-style-type: none"> Learning to deal with issues online The impact and consequences of sharing information online How to develop a positive online reputation Combating and dealing with online bullying and protective passwords