

**Coleridge Primary School - Unit Coverage linked to KAPOW**

	<b>Autumn 1</b>	<b>Autumn 2</b>	<b>Spring 1</b>	<b>Spring 2</b>	<b>Summer 1</b>	<b>Summer 2</b>
<b>EYFS</b>						
<b>Y1</b>	<p><b>Getting started</b> Introducing children to logging in and using technology for a purpose, including creating art</p>	<p><b>Programming: Bee-Bots</b> Using Bee-Bots to navigate an area and constructing simple algorithms, through the story of The Three Little Pigs</p>	<p><b>Algorithms unplugged</b> Learning how computers handle information by exploring 'unplugged' algorithms- completing tasks away from the computer</p>	<p><b>Digital imagery</b> Taking and manipulating digital photographs, including adding images found via a search engine</p>	<p><b>Introduction to data</b> Learning about what data is and how it can be represented and using these skills to show the findings of a mini beast hunt</p>	<p><b>Rocket to the moon</b> Appreciating the value of computers, understanding that they helped us get to the moon</p>
<b>Y2</b>	<p><b>What is a computer?</b> Children explore exactly what a computer is, identifying and learning how inputs and outputs work, how computers are used in the wider world and designing their own computerised invention</p>	<p><b>Word processing</b> Using their developing word processing skills, pupils write simple messages to friends and learn why we must be careful about who we talk to online</p>	<p><b>Programming: Scratch Jr</b> Using the app 'Scratch Jr', pupils programme a familiar story and an animation of an animal, make their own musical instruments and follow an algorithm to record a joke</p>	<p><b>Algorithms and debugging</b> Identifying problems with code using both 'unplugged' and 'plugged' systems to diagnose and correct errors in an algorithm- a process known as 'debugging'</p>	<p><b>International Space Station</b> Building on their understanding of how computers sense the world around us, pupils learn how data is collected, used and displayed to keep astronauts safe on-board the I.S.S</p>	<p><b>Stop motion</b> Pupils create simple animations, storyboarding their ideas then decomposing it into small parts of action to be captured using Stop Motion Animation Software</p>
<b>Y3</b>	<p><b>Emailing</b> Pupils learn how to send emails, including attachments and how to be responsible digital citizens</p>	<p><b>Journey inside a computer</b> Children learn about the different parts of a computer through role-play and develop their understanding of how they follow instructions</p>	<p><b>Top trumps databases</b> Developing their understanding of data and databases, children play with and create their own Top Trumps cards, learning how to interpret information by ordering and filtering</p>	<p><b>Digital literacy</b> Developing their video skills, pupils create a book trailer, storyboarding their trailers before then filming and editing their videos, adding effects such as transitions, music, voice and text</p>	<p><b>Programming: Scratch</b> Using Scratch, with its block-based approach to coding, pupils learn to tell stories and create simple games</p>	<p><b>Networks and the internet</b> To understand how computers communicate, children learn about networks and the internet, and how they are used to share information.</p>
<b>Y4</b>	<p><b>Collaborative learning</b> Learning to work collaboratively in a responsible way using tools including Google Docs and Sheets</p>	<p><b>Further coding with Scratch</b> The coding program Scratch is explored further by revisiting key features and introducing the children to the crucial concept and execution of</p>	<p><b>Website design</b> Pupils design and create their own websites, considering content and style, as well as understanding the importance of working</p>	<p><b>HTML</b> Pupils explore the language behind well-known websites, while developing their understanding of how to change the core</p>	<p><b>Investigating weather</b> Children investigate the role of computers in forecasting and recording weather as well as how technology is used to present forecasts</p>	<p><b>Computational thinking</b> Through developing their understanding of the four pillars of computational thinking, children learn to identify them in different contexts</p>

		using 'variables' in code scripts.	collaboratively	characteristics of a website using HTML and CSS		
<b><u>Y5</u></b>	<b>Online safety</b> Pupils create an online safety resource for younger children using tools such as presentation software, video tools or a simple stop-motion animation	<b>Micro:bit</b> Programming a small device called a micro:bit to display animations or messages on its simple LED display using block coding	<b>Search engines</b> To enable children to quickly and accurately find information and become independent learners, they need to develop their searching skills and learn how to identify trustworthy sources	<b>Sonic Pi</b> Composing music using code through Sonic Pi, pupils can import samples, add drum beats and compose simple tunes culminating in a 'battle of the bands' using live loops of music	<b>Mars Rover 1</b> Pupils explore inputs and outputs as well as Binary numbers to understand how the Mars Rover transmits and receives data and how scientists are able to control it to explore another planet!	<b>Mars Rover 2</b> Children learn how the Mars Rover is able to send images all the way back to Earth and experiment with online CAD software to design new tyres for it
<b><u>Y6</u></b>	<b>Bletchley Park 1 &amp; 2</b> Children learn about the history of Bletchley Park, including: key historical figures, how the first modern computers were created at a part of a WWII code breaking team and consider how computers have evolved over time. They then go on to investigate secret codes and how they are created, exploring 'brute force' hacking and learn how to make passwords more secure	<b>Intro to Python</b> Building on their knowledge of coding from previous years, children are introduced to the text-based programming language Python, which is the language behind many apps and programs, such as Dropbox	<b>Big Data 1</b> Children learn how data is collected and stored by exploring barcodes, QR codes and RFID chips, and investigate how collecting big data can be used to help people in a variety of different scenarios	<b>Big Data 2</b> Children learn the difference between mobile data and WiFi and how data is transferred and use their understanding of big data to design their own smart school	<b>Skills Showcase</b> Reflecting on and showcasing their computing skills, pupils create an entire project around a specific theme	