St Charles RC Primary School
Computing Curriculum Map
2025-2026

Term	Nursery	Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6 & 5/6
Autumn	Children play with a range of battery operated and cause and effect toys.	Children have the language skills to give simple single instructions Children use simple programmes on the IWB (eg busy things) with support	**Safety Rules** **Computing systems and networks** Learning how to login and navigate around a computer; developing mouse skills; learning how to drag, drop, click and control a cursor to create works of art Kapow-Improving mouse skills **Online Safety** ESafety	**Safety Rules** **Computing systems and networks 1** Exploring what a computer is by identifying how inputs and outputs work and how computers are used in the wider world. Kapow-What is a computer? **Online Safety** ESafety Kapow-online safety	**Safety Rules** **Computing systems and networks 1** Learning what a network is and how devices communicate and share information. Kapow-Networks **Online Safety** ESafety Kapow-online safety	**Safety Rules** **Computing systems and networks** Exploring a range of collaborative tools. Kapow-Collaborative learning **Online Safety** ESafety Kapow-online safety	**Safety Rules** **Computing systems and networks** Learning about how page rank works and how to identify inaccurate information. Kapow-Search engines **Online Safety** ESafety Kapow-online safety	**Safety Rules** **Computing systems and networks** Discovering the history of Bletchley and learning about code breaking Kapow-Bletchley Park **Online Safety** ESafety Kapow-online safety

			Kapow-online safety					
Spring	Children listen to instructions. Children can follow simple two step instructions. Children are able to use a simple paint programme on the IWB with support.	Children are able to follow simple process based instructions including those that involve Positional language Children are starting to understand that they can find information using computers.	**Programming 1** Identifying where algorithms, decomposition and debugging can be found in relatable, familiar contexts. Kapow-Algorithms unplugged **Creating media** Taking and editing photos, searching for and adding images to a project. Kapow-Digital imagery **Online Safety** ESafety Kapow-online safety	**Programming 1** Developing an understanding of; what algorithms are Kapow-Algorithms and debugging **Data Handling** Learning how data is collected, used and displayed Kapow-International Space Station	**Computing systems and networks 3** Understanding how a computer works Kapow-Journey inside a computer **Creating media** Developing digital video skills to create trailers, with special effects and transitions. Kapow-Video trailers	**Programming 1** Revisiting the key features of the programme Scratch and beginning to use 'variables' in code scripts. Kapow-Further coding with Scratch **Data Handling** Researching and storing data on spreadsheets Kapow-Investigating weather	**Creating media** Creating animations Kapow-Stop motion animation **Programming** Building-on programming and music skills to create different sounds Kapow-Programming music	**Computing systems and networks** Exploring what AI is while also considering the ethical implications of AI and its potential to replace human roles. Kapow-Exploring AI **Programming** Using the programming language 'Python' to create designs and art. Kapow-intro to Python

Summer	Children are able to follow simple process based instructions including those that involve Positional language Children are able to take turns on the IWB with support.	Children have the language skills to give simple instructions Children use a mouse to create a picture on an art programme. Children use Ipad and other cameras to take pictures	**Programming 2** Introducing programming through the use of a robot (Bee-Bot) and exploring its functions. Kapow-Bee-bot Option 2 Virtual Beebot **Online Safety** ESafety Kapow-online safety	**Programming 2** Exploring what 'blocks' do' by carrying out an informative cycle of predict > test > review. Kapow-ScratchJr **Online Safety** ESafety Kapow-online safety	**Programming** Exploring the programme Scratch, following the predict > test > review cycle. Using 'loops' and programming an animation, story and game. Kapow-Programming: Scratch **Online Safety** ESafety Kapow-online safety	**Programming 2** Solving problems effectively using the four areas of abstraction, algorithm design, decomposition and pattern recognition. Kapow-Computational thinking **Online Safety** ESafety Kapow-online safety	**Data Handling** Learning about the Mars Rover, exploring how and why it transfers data including instructions Kapow-Mars Rover 1 **Online Safety** ESafety Kapow-online safety	**Data Handling** Identifying how barcodes and QR codes work. Learning how infrared waves are used while recognising the uses of RFID. Kapow-Big data 1 **Online Safety** ESafety Kapow-online safety