



Computing Curriculum

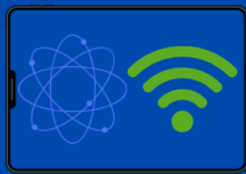
Kapow
Primary™



E-SAFETY



INFORMATION TECHNOLOGY



COMPUTER SCIENCE

At Meir Heath Academy, we follow the Kapow Primary computing scheme to deliver a high-quality, progressive computing curriculum from EYFS to Year 6. The scheme ensures full coverage of the requirements of the National Curriculum for Computing and provides pupils with opportunities to build knowledge and skills over time.

The Kapow curriculum is structured around key strands of learning, including:

- Digital literacy
- Computational thinking
- Cross-curricular application
- Online safety
- Computer systems and hardware
- Coding

To support clear progression and understanding, computing at Meir Heath Academy is organised into three key areas:

- Computer Science
- Information Technology
- E-Safety

This structure ensures that pupils develop a secure understanding of how digital systems work, how to create and manipulate digital content, and how to apply computational thinking to solve problems. Learning is carefully sequenced across year groups to build on prior knowledge and deepen understanding over time.

 	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Autumn 1	Programming 1: All about instructions	Computer Systems: Using computers	Computing systems and networks: What is a computer?	Programming: Scratch	Programming 1: Further coding with Scratch	Computing Systems and Networks: Search engines	Programming 1: Scratch pixels and positions
Autumn 2	Computing systems and networks 2: Exploring Hardware	Computing Systems and networks: Improving Mouse Skills	Programming 1: Algorithms and debugging	Computing systems and networks 1: Networks	Computing systems and networks: Collaborative learning	Programming 1: Music	Computing systems and networks: Bletchley Park and the history of computers.
Spring 1	Programming 2: Programming Bee-Bots	Programming 1: Commands unplugged	Computing systems and networks 2: Word processing	Computing systems and networks: Emailing	Creating Media: Website design	Data Handling: Mars Rover 1	Computing systems and networks: Exploring AI
Spring 2	Data Handling: Introduction to data	Skills Showcase: Rocket to the moon	Programming 2: MakeCode	Computing systems and networks: Journey inside a computer	Skills showcase: HTML	Skills showcase: Mars Rover 2	Data handling 1: Big Data 1
Summer 1	Opportunities for revisiting and expanding on previous learning.	Data Handling: Introduction to data.	Creating Media: Stop Motion	Video Trailers: Using iPads	Programming 2: Computational thinking	Stop-motion animation	Programming: Exploring Python
Summer 2	Opportunities for revisiting and expanding on previous learning.	Creating Media: Digital imagery	Data handling: International Space Station	Data handling: Comparison cards databases.	Data handling: Investigating weather.	Programming 2: BBC micro:bit	Data handling 2: Big Data 2