



DIGITAL ENGINEER

Computing Curriculum

2025-26

Our Intent for Computing at Roundhill Primary School

“Everybody should learn to programme a computer, because it teaches you to think.” – Steve Jobs

At Roundhill, our Computing Curriculum aims to enable pupils to master technology, gaining the knowledge and skills that allow them to think creatively and computationally. The curriculum allows our pupils to be creators and not consumers of computer science, teaching pupils the principles of computation and information, how digital systems work and how to use this knowledge when programming and creating digital content.

Using the Kapow Primary Computing Scheme as a framework, our knowledge-rich and skills-based curriculum covers progressively more challenging uses of information technology and systems. Children are exposed to a wide range of problem solving and programming opportunities, and learn to create digital content in a variety of forms and for different purposes, making links where possible across the other areas of the curriculum. Throughout the curriculum the children learn about the benefits and challenges that technology can present, with E-Safety interwoven throughout each unit that is studied.

Tinkering with software and programs forms a part of the ethos of the scheme, as we want to develop pupils’ confidence when encountering new technology, which is a vital skill in the ever-evolving and changing landscape of technology. Through our curriculum, we intend for pupils not only to be digitally competent and have a range of transferable skills at a suitable level for the future workplace, but also to be responsible online citizens.

“Computer science empowers students to create the world of tomorrow.” – Satya Nadella

Implementation

The Kapow Primary scheme of work is designed with three strands which run throughout:

- *Computer science*
- *Information technology*
- *Digital literacy*

The Kapow Primary scheme is organised into five key areas, creating a cyclical route through which pupils can develop their computing knowledge and skills by revisiting and building on previous learning:

- *Computer systems and networks*
- *Programming*
- *Creating media*
- *Data handling*
- *Online safety*

The implementation of Kapow Primary Computing ensures a broad and balanced coverage of the National curriculum requirements, and our ‘Skills showcase’ units provide pupils with the opportunity to learn and apply transferable skills. Where meaningful, units have been created to link to other subjects such as science, art, and music to enable the development of further transferable skills and genuine cross- curricular learning. Lessons incorporate a range of teaching strategies from independent tasks, paired and group work as well as unplugged and digital activities. This variety means that lessons are engaging and appeal to those with a variety of learning styles.

Computing Curriculum Overview

2025-26	T1	T2	T3	T4	T5	T6
Nursery 1	<i>Who am I?</i>	<i>What is a celebration?</i>	<i>What keeps me warm?</i>	<i>How do I look after plants?</i>	<i>Where can I walk to?</i>	<i>Who lives on a farm?</i>
Nursery 2	<i>Who are we?</i>	<i>How do you celebrate?</i>	<i>What can I feel?</i>	<i>How do plants grow?</i>	<i>Where in the world can I go?</i>	<i>Who lives in the jungles?</i>
Reception	Set up CP in your classroom: <i>Computing through continuous provision</i>	Computing systems and networks <i>Using a computer</i>	Programming 1 <i>All about instructions</i>	Computing systems and networks <i>Exploring hardware</i>	Programming 2 <i>Programming Bee-Bots</i>	Data handling <i>Introduction to data</i>
Year 1	Computing Systems and Networks <i>Improving mouse skills</i>	Programming 1 <i>Algorithms unplugged</i>	Skills Showcase <i>Rocket to the moon</i>	Programming 2 <i>Bee-Bots</i>	Creating Media <i>Digital imagery</i>	Data Handling <i>Introduction to data</i>
Year 2	Computing Systems and Networks 1 <i>What is a computer?</i>	Programming 1 <i>Algorithms and bugging</i>	Computing Systems and Networks 2 <i>Word processing</i>	Programming 2 <i>Make Code or ScratchJr</i>	Creating Media <i>Stop motion</i>	Data Handling <i>International space station</i>
Year 3	Computing Systems and Networks 1 <i>Networks</i>	Programming <i>Programming Scratch</i>	Computing Systems and Networks 2 <i>Emailing</i>	Computing Systems and Networks 3 <i>Journey inside a computer</i>	Creating Media <i>Video trailers</i>	Data Handling <i>Comparison cards database</i>
Year 4	Computing Systems and Networks <i>Collaborative learning</i>	Programming 1 <i>Further coding with Scratch</i>	Creating Media <i>Website design</i>	Skills Showcase <i>HTML</i>	Programming 2 <i>Computational thinking</i>	Data Handling <i>Investigating weather</i>
Year 5/6	Computing Systems and Networks <i>Search engines</i>	Programming 1 <i>Programming music</i>	Data Handling <i>Mars Rover 1</i>	Programming 2 <i>Micro:bit</i>	Creating Media <i>Stop motion animation</i>	Skills Showcase <i>Mars Rover 2</i>

Y1-6 will have one online-safety lesson each term, alongside the main theme of the term.

How is Kapow Primary's Computing scheme of work organised?

