



Ilsington CE Primary School

Computing Curriculum Statement



Our Curriculum statements are designed to be used as a supportive tool to plan teaching and learning across our school. The key skills are derived from the National Curriculum and split into individual year groups to support a progressive approach and mixed age classes.

We recognise Computing as a valuable part of the children's entitlement to a broad and balanced curriculum. Computing provides opportunities for children to develop and extend lifelong skills, which will evolve alongside the rapidly changing technology in our world.

We use the Kapow Primary scheme of work to deliver our computing curriculum. The Kapow scheme provides a structured, progressive approach that ensures full coverage of the National Curriculum, equipping pupils with the knowledge and skills required to be both digitally literate and digitally resilient in the modern world. Our high-quality curriculum is designed to engage, inspire, and challenge pupils. As they progress, children develop the ability to think critically and creatively, solving problems and approaching tasks like a computing scientist. They gain practical skills in digital creation and debugging, allowing them to apply their knowledge in meaningful ways.

An integral part of our Computing curriculum is Online Safety and Digital Citizenship. Through Kapow, we ensure that children develop the knowledge, skills, and confidence to stay safe online and to use technology responsibly, both for themselves and others.

Vocabulary

Children's command of vocabulary is fundamental to learning and progress across the curriculum. Vocabulary is developed actively, building systematically on pupil's current knowledge and deepening their understanding of etymology and morphology (word origins and structures) to increase their store of words. Simultaneously, pupils make links between known and new vocabulary, and discuss and apply shades of meaning. In this way, children expand the vocabulary choices that are available to them. It is essential to introduce technical vocabulary which define each curriculum subject. Vocabulary development is underpinned by an oracy culture and a tiered approach. High value is placed on the conscious, purposeful selection of well-chosen vocabulary and appropriate sentence structure to enrich access to learning and feed into written work across the curriculum.

KS1 Computing Vocabulary List

Multimedia (Sound, Motion, Text & Images)	Handling Data	Technology in our Lives	Programming	E-Safety & E-Sense
Paint, colour, brush, tools, settings, undo, redo, text, image, size, poster, launch, application, software, window, minimise, restore, size, move, screen, close, click, drag, log on, log off, keyboards, keys, mouse, click, button, double click, drag, present, commands, add sound, audio, sound, video, movie, link, file format, animate, animation, record, stop, play, stop motion.	Collect information, sound recorder, Chart, graph, data, branching database, investigate, photos, video, sound, present, pictograph.	Filter, Google, search engine, image, keyboard, email, internet, subject, address, communicate, sender, safe, secure.	Algorithm, instruction, order, debug, program, turn, left, right, clockwise, anticlockwise, blocks, sequence, project, repeat, repeat forever, invisible, grow, shrink.	Safe, meet, accept, reliable, tell, online, trusted, adult, information, safety, personal, key, question, tell, safe, share, stranger, danger, internet.

Lower KS2 Computing Vocabulary List

Multimedia (Sound, Motion, Text & Images)	Handling Data	Technology in our Lives	Programming	E-Safety & E-Sense
Draw, object, shape, line, line colour, fill colour, group, ungroup, font, size, text box, format, image, wrap text, plan, link, image, object, link, hyperlink, minimise, restore, size, move, screen, split, create, organise, file, folder, close, exit, search, print, password, screenshot, snipping tool, shift, undo, redo, menu, dictionary, highlight, cursor, toolbar, spellcheck, audio, sound, video, movie, embed, link, file format, animate, animation, still image, flip book, frame, onion skinning, loop, frame rate, record, stop, play, stop motion, stop frame.	Insert, table, data, organised, database, collect, branching database, data logger, monitor, information, inaccurate, questions, record, share.	Filter, Google, search engine, image, keyboard, email, subject, address, communicate, sender, safe, secure, internet, world wide web, social media.	Decompose, decomposing, logical sequence, flowchart, sprite, block, command, algorithm, answer, correct, errors, program, algorithm, instructions, commands, forward (fd), left (lt), right (rt), move, turn, clear screen (cs), variable.	Safe, meet, accept, reliable, tell, online, trusted, adult, information, safety, personal, internet, world wide web, communicate, message, social media, email, password, cyberbullying/bullying, plagiarism, profiles, account, private, public.

Upper KS2 Computing Vocabulary List

Multimedia (Sound, Motion, Text & Images)	Handling Data	Technology in our Lives	Programming	E-Safety & E-Sense
Window, layout, text, font, colour, format, heading, hyperlink, 2D shape, 3D shape, orbit, pan, zoom, eraser, dimension, measurement, guide, Audio, record, edit, play stop, skip, waveform, input, output, record, edit, play podcast, digital content, downloadable, backing track, voiceover, mute, gain, production, post-production, documentary, project, evaluation, screening, ceremony, upload.	Insert, table, spreadsheet, cell, row, column, formula/formulas, calculate, format, edit, insert, ascending, descending.	World wide web, search, search engine, advanced search, results, Google, browser, terms of use, bias, authority, citation, plagiarism, source, website, secure, https, site, domain, website, browser, address bar.	Flowchart, algorithm, control, output, symbol, start, stop, delay, process, decision, loop, backdrop, script, block, repeat, commentary, sequence, consequence, debug, program, Kodu, world, object, tool palette, program environment, smooth, flatten, raise.	Spam, link, privacy, virus, scam, phishing, inbox, junk, sender, subject, secure, safe, account, online, private, social media, adverts, cyberbullying, reporting, anonymous, victim, fraud/fraudulent, policy, private/personal.

The learning within mixed-age classes is taught as a phase through a two-year rolling programme. Teachers use the Kapow Primary scheme of work as the core planning document, in conjunction with the curriculum progression plan, to ensure extensive, varied, and progressive computing curriculum coverage. Cross-curricular computing learning is incorporated into topic planning. Home learning is distributed, completed, and submitted online using Teams, Forms, and Class Notebook when appropriate. Learning and curriculum objectives are tracked and evidenced on Microsoft SWAYs for some subjects. Computing is taught weekly or in half-termly blocks, and Internet Safety sessions are delivered regularly with each class.

The National Curriculum

Early Years Foundation Stage - Children recognise that a range of technology is used in places such as homes and schools. They select and use technology for particular purposes as part of Understanding The World educational programme.

Key Stage 1

Pupils should be taught to;

- understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions
- create and debug simple programs
- use logical reasoning to predict the behaviour of simple programs
- use technology purposefully to create, organise, store, manipulate and retrieve digital content
- recognise common uses of information technology beyond school
- use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies

Key Stage 2

Pupils should be taught to:

- design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts
- use sequence, selection, and repetition in programs; work with variables and various forms of input and output
- use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs
- understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration
- use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content
- select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information
- use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.

Progression of Key Skills

Strand	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
E-safety & E-sense	Pupils should be taught to use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.					
	Can I keep my password private? Can I tell you what personal information is? Can I tell an adult when I see something unexpected or worrying online? Can I talk about why it's important to be kind and polite? Can I recognise an age appropriate website? Can I agree and follow sensible e-safety rules?	Can I explain why I need to keep my password and personal information private? Can I describe the things that happen online that I must tell an adult about? Can I talk about why I should go online for a short amount of time? Can I talk about why it is important to be kind and polite online and in real life? Can I understand that not everyone is who they say they are on the internet?	Can I talk about what makes a secure password and why they are important? Can I protect my personal information when I do different things online? Can I use the safety features of websites as well as reporting concerns to an adult? Can I recognise websites and games appropriate for my age? Can I make good choices about how long I spend online? Can I ask an adult before downloading files and games from the internet? Can I post positive comments online?	Can I choose a secure password when I am using a website? Can I talk about the way I protect myself and my friends from harm online? Can I use the safety features of websites as well as reporting concerns to an adult? Can I understand that anything I post online can be seen by others? Can I choose websites and games that are appropriate for my age? Can I help my friends make good choices about the time they spend online? Can I talk about why I need to ask a trusted adult before downloading files and games from the internet? Can I comment positively and respectfully online?	Can I protect my password and other personal information? Can I explain why I need to protect myself and my friends and the best ways to do this, including reporting concerns to an adult? Can I understand that anything I post online can be seen, used and may affect others? Can I talk about the dangers of spending too long online or playing a game? Can I explain the importance of communicating kindly and respectfully? Can I discuss the importance of choosing an age-appropriate website or game? Can I explain why I need to protect my computer or device from harm? Can I understand which resources on the internet I can download and use?	Can I protect my password and other personal information? Can I explain the consequences of sharing too much information about myself online? Can I support my friends to protect themselves and make good choices online, including reporting concerns to an adult? Can I explain the consequences of spending too much time online or on a game? Can I explain the consequences to myself and others of not communicating kindly and respectfully? Can I protect my computer or device from harm on the internet?

Strand	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Programming	Pupils should be taught to understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions. Create and debug simple programs? Use logical reasoning to predict the behaviour of simple programs.		Pupils should be taught to design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts? Use sequence, selection and repetition in programs; work with variables and various forms of input and output. Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs? Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals.			
	Can I give instructions to my friend and follow their instructions to move around? Can I describe what happens when I press buttons on a robot? Can I press the buttons in the correct order to make my robot do what I want? Can I describe what actions I will need to do to make something happen and begin to use the word 'algorithm'? Can I begin to predict what will happen for a short sequence of instructions? Can I begin to use software/apps to create movement and patterns on a screen? Can I use the word 'debug' when I correct mistakes when I program?	Can I give instructions to my friend (using forward, backward and turn) and physically follow their instructions? Can I tell you the order I need to do things to make something happen and talk about this as an algorithm? Can I program a robot or software to do a particular task? Can I look at my friend's program and tell you what will happen? Can I use programming software to make objects move? Can I watch a program execute and spot where it goes wrong so that I can debug it?	Can I break an open-ended problem up into smaller parts? Can I put programming commands into a sequence to achieve a specific outcome? Can I keep testing my program and can recognise when I need to debug it? Can I use repeat commands? Can I describe the algorithm I will need for a simple task? Can I detect a problem in an algorithm which could result in unsuccessful programming?	Can I use logical thinking to solve an open-ended problem by breaking it up into smaller parts? Can I use an efficient procedure to simplify a program? Can I use a sensor to detect a change which can select an action within my program? Can I know that I need to keep testing my program while I am putting it together? Can I use a variety of tools to create a program? Can I recognise an error in a program and debug it? Can I recognise that an algorithm will help me sequence more complex programs? Can I recognise that using algorithms will also help solve problems in other learning such as maths, science and design technology?	Can I decompose a problem into smaller parts to design an algorithm for a specific outcome and use this to write a program? Can I refine a procedure using repeat commands to improve a program? Can I use a variable to increase programming possibilities? Can I change an input to a program to achieve a different output? Can I use 'if' and 'then' commands to select an action? Can I talk about how a computer model can provide information about a physical system? Can I use logical reasoning to detect and debug mistakes in a program? Can I use logical thinking, imagination and creativity to extend a program?	Can I deconstruct a problem into smaller steps, recognising similarities to solutions used before? Can I explain and program each of the steps in my algorithm? Can I evaluate the effectiveness and efficiency of my algorithm while I continually test the programming of that algorithm? Can I recognise when I need to use a variable to achieve a required output? Can I use a variable and operators to stop a program? Can I use different inputs (including sensors) to control a device or onscreen action and predict what will happen? Can I use logical reasoning to detect and correct errors in algorithms and programs?
Handling Data	Pupils should be taught to use technology purposefully to organise and manipulate digital content.		Pupils should be taught to select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.			
	Can I talk about the different ways in which information can be shown? Can I use technology to collect information, including photos, video and sound? Can I sort different kinds of information and present it to others? Can I add information to a pictograph and talk to you about what I have found out?	Can I talk about the different ways I use technology to collect information, including a camera, microscope or sound recorder? Can I make and save a chart or graph using the data I collect? Can I talk about the data that is shown in my chart or graph? Can I start to understand a branching database? Can I tell you what kind of information I could use to help me investigate a question?	Can I talk about the different ways data can be organised? Can I search a ready-made database to answer questions? Can I collect data to help me answer a question? Can I add to a database? Can I make a branching database? Can I use a data logger to monitor changes and can talk about the information collected?	Can I organise data in different ways? Can I collect data and identify where it could be inaccurate? Can I plan, create and search a database to answer questions? Can I choose the best way to present data to my friends? Can I use a data logger to record and share my readings with my friends?	Can I use a spreadsheet and database to collect and record data? Can I choose an appropriate tool to help me collect data? Can I present data in an appropriate way? Can I search a database using different operators to refine my search? Can I talk about mistakes in data and suggest how it could be checked?	Can I plan the process needed to investigate the world around me? Can I select the most effective tool to collect data for my investigation? Can I check the data I collect for accuracy and plausibility? Can I interpret the data I collect? Can I present the data I collect in an appropriate way? Can I use the skills I have developed to interrogate a database?

Multimedia	Pupils should be taught to use technology purposefully to create digital content.		Pupils should be taught to select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals.			
	Can I be creative with different technology tools? Can I use technology to create and present my ideas? Can I use the keyboard or a word bank on my device to enter text? Can I save information in a special place and retrieve it again?	Can I use technology to organise and present my ideas in different ways? Can I use the keyboard on my device to add, delete and space text for others to read? Can I tell you about an online tool that will help me to share my ideas with other people? Can I save and open files on the device I use?	Can I create different effects with different technology tools? Can I combine a mixture of text, graphics and sound to share my ideas and learning? Can I use appropriate keyboard commands to amend text on my device, including making use of a spellchecker? Can I evaluate my work and improve its effectiveness? Can I use an appropriate tool to share my work online?	Can I use photos, video and sound to create an atmosphere when presenting to different audiences? Can I explore new media to extend what I achieve? Can I change the appearance of text to increase its effectiveness? Can I create, modify and present documents for a particular purpose? Can I use a keyboard confidently and make use of a spellchecker to write and review my work? Can I use an appropriate tool to share my work and collaborate online? Can I give constructive feedback to my friends to help them improve their work and refine my own work?	Can I use text, photo, sound and video editing tools to refine my work? Can I use the skills I have already developed to create content using unfamiliar technology? Can I select, use and combine the appropriate technology tools to create effects that will have an impact on others? Can I select an appropriate online or offline tool to create and share ideas? Can I review and improve my work and support others to improve their work?	Can I talk about audience, atmosphere and structure when planning a particular outcome? Can I confidently identify the potential of unfamiliar technology to increase my creativity? Can I combine a range of media, recognising the contribution of each to achieve a particular outcome? Can I tell you why I select a particular online tool for a specific purpose? Can I be digitally discerning when evaluating the effectiveness of my work and the work of others?
Technology in our lives	Pupils should be taught to use technology purposefully to store and retrieve digital content and to recognise common uses of information technology beyond school.		Pupils should be taught to understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration? Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content.			
	Can I recognise the way we use technology in our classroom? Can I recognise ways that technology is used in my home and community? Can I use links to websites to find information? Can I begin to identify some of the benefits of using technology?	Can I tell you why I use technology in the classroom? Can I tell you why I use technology in my home and community? Can I start to understand that other people have created the information I use? Can I identify benefits of using technology including finding information, creating and communicating? Can I talk about the differences between the internet and things in the physical world?	Can I save and retrieve work on the internet, the school network or my own device? Can I talk about the parts of a computer? Can I tell you ways to communicate with others online? Can I describe the World Wide Web as the part of the internet that contains websites? Can I use search tools to find and use an appropriate website? Can I think about whether I can use images that I find online in my own work?	Can I tell you whether a resource I am using is on the internet, the school network or my own device? Can I identify key words to use when searching safely on the World Wide Web? Can I think about the reliability of information I read on the World Wide Web? Can I tell you how to check who owns photos, text and clipart? Can I create a hyperlink to a resource on the World Wide Web?	Can I describe different parts of the internet? Can I use different online communication tools for different purposes? Can I use a search engine to find appropriate information and check its reliability? Can I recognise and evaluate different types of information I find on the World Wide Web? Can I describe the different parts of a webpage? Can I find out who the information on a webpage belongs to?	Can I tell you the internet services I need to use for different purposes? Can I describe how information is transported on the internet? Can I select an appropriate tool to communicate and collaborate online? Can I talk about the way search results are selected and ranked? Can I check the reliability of a website? Can I tell you about copyright and acknowledge the sources of information that I find online?

Computing Long-Term Rolling Programme (Kapow)

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<u>Cycle A</u> Year 1/2	Computing systems and network Improving Mouse Skills (5 lessons)	Programming Algorithms unplugged (5 lessons)	Skills Showcase Rocket to the moon (5 lessons)	Computing systems and networks What is a computer? (5 lessons)	Programming Algorithms and debugging (5 lessons)	Computing Systems and Networks Word Processing (5 lessons)
	Online Safety Year 1 (5 lessons) One lesson to be done at the end of each unit					
<u>Cycle B</u> Year 1/2	Programming 2 Bee-bots Option 1 (5 lessons)	Creating Media Digital Imagery (7 lessons)	Data Handling Introduction to data (5 lessons)	Programming Intro to block coding Option 1 (5 lessons)	Creating Media Stop motion Option 1 (5 lessons)	Data Handling International space station (5 lessons)
	Online Safety Year 2 (4 lessons) One lesson to be done at the end of each unit					
<u>Cycle A</u> Year 3/4	Computing systems and networks Emailing Option 1 (5 lessons)	Programming Scratch (5 lessons)	Creating Media Video Trailers Option 2 (5 lessons)	Creating Media Website design Option 2 (5 lessons)	Programming Further coding with Scratch (5 lessons)	Programming Computational thinking (5 lessons)
	Online Safety Year 3 (5 lessons) One lesson to be done at the end of each unit					
<u>Cycle B</u> Year 3/4	Computing systems and networks Networks and the internet (5 lessons)	Data Handling Comparison cards databases (7 lessons)	Computing systems and networks Journey inside a computer (5 lessons)	Computing systems and networks Collaborative learning Option 2 (5 lessons)	Data Handling Investigating weather (5 lessons)	Skills showcase HTML (5 lessons)
	Online Safety Year 4 (5 lessons) One lesson to be done at the end of each unit					
<u>Cycle A</u> Year 5/6	Programming Micro:bit (5 lessons)	Data handling Mars Rover 1 (5 lessons)	Skills showcase Mars rover 2 (5 lessons)	Computing systems and networks Bletchley Park the history of computers (5 lessons)	Computing systems and networks Exploring AI (5 lessons)	Skills showcase Inventing a product (5 lessons)
	Online Safety Year 5 (5 lessons) One lesson to be done at the end of each unit					
<u>Cycle B</u> Year 5/6	Programming Music (5 lessons)	Creating media Stop motion animation Option 1 (5 lessons)	Computing systems and networks Search engines (5 lessons)	Data handling Big data 1 (5 lessons)	Data handling Big data 2 (5 lessons)	Programming Introduction to python (5 lessons)
	Online Safety Year 6 (6 lessons) One lesson to be done at the end of each unit					

In order to assess impact - a guide

Learning in computing will be enjoyable, challenging, and progressive, both in the classroom and through online home learning. Teachers follow the Kapow Primary scheme of work, maintaining high expectations and ensuring that quality evidence is presented in a variety of forms. Pupils use digital and technological vocabulary accurately while developing their technical skills progressively. They gain confidence using a range of hardware and software and produce high-quality, purposeful digital products.

Through Kapow, children understand that the digital world is part of their world, extending beyond school, and learn to make responsible choices online. They become confident and respectful digital citizens, equipped to lead happy, healthy, and safe digital lives. Evidence and assessment of learning outcomes are tracked and recorded in Microsoft SWAYs for each class.