

Computing

Long-term plan

Mixed-Age

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Suggested long-term plan: Computing

Overview (All year groups)

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1/2	Computing systems: Using computers 1	Coming soon! Programming: Commands unplugged	Programming 1: Algorithms and debugging	Coming soon! Creating media: Digital designers	Coming soon! Creating media: Digital designers 2	Coming soon! Online safety: Online privacy and safe use
Year 3/4	Programming: Scratch	Computing systems: Connecting devices	Programming 1: Further coding with Scratch	Coming soon! Computing systems and networks: Connecting networks	Coming soon! Creating media: Creating video trailers	Coming soon! Online safety: Be kind online
Year 5/6	Programming 1: Music	Computing systems: Websites, search and storage	Programming 1: Scratch: Pixels and positions	Coming soon! Computing systems and networks: Understanding hardware, storage and security	Coming soon! Creating media: Creating animations	Coming soon! Data handling: Exploring spreadsheets
	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1/2	Computing systems: Using computers 2	Coming soon! Programming: Bee-Bots	Coming soon! Programming: MakeCode	Coming soon! Creating media: Digital designers 3	Coming soon! Computing systems: The internet	Coming soon! Data handling: Introduction to data
Year 3/4	Programming 2: Computational thinking	Coming soon! Computing systems and networks: Storing, organising and sharing information	Coming soon! Programming: MakeCode loops	Coming soon! Creating media: Creating a website	Coming soon! Creating media: Creating digital images	Coming soon! Data handling: Branching databases
Year 5/6	Coming soon! Programming: BBC Micro:bit	Coming soon! Computing systems and networks: Machine learning	Coming soon! Programming: Exploring python	Coming soon! Creating media: Creating podcasts	Coming soon! Creating media: Creating a multimedia project	Coming soon! Online safety: Life online

Click here for information on [different mixed-age year group combinations for Computing](#).

Kapow Primary is refreshing its Computing scheme for 2026/27 – learn more [here](#). Units will be added to the upcoming long-term plan as they are published, well in

advance of teaching. There may be minimal changes to unit titles when units are published.

Note: If you are currently teaching Cycle A of the 2025/26 long-term plan, it is advisable to complete Cycle B before moving to the new long-term plan.

Suggested long-term plan: Computing

Overview - Key stage 1

Year 1/2

Unit 1	<u>Computing systems: Using computers 1</u> 5 lessons Exploring different types of computers, their common parts and how they are used in everyday life, while developing an understanding of logging in, using software and saving digital work. Pupils apply their understanding by creating and saving files, using usernames and passwords, and investigating how digital devices connect and share information through the internet.	Unit 2	Programming: Commands unplugged
Unit 3	<u>Programming 1: Algorithms and debugging</u> 5 lessons Developing an understanding of what algorithms are, how to program them and how they can be developed to be more efficient through a range of unplugged and plugged-in activities.	Unit 4	Creating media: Digital designers
Unit 5	Creating media: Digital designers 2	Unit 6	Online safety: Online privacy and safe use

Suggested long-term plan: Computing

Overview - Lower key stage 2

Year 3/4

Unit 1	<u>Programming: Scratch</u> 5 lessons Investigating programming through Scratch by creating animations and learning key coding concepts. Pupils apply their understanding by testing, debugging and evaluating their work to improve and refine digital projects.	Unit 2	<u>Computing systems: Connecting devices</u> 5 lessons Exploring computers, their components and peripherals, including how devices connect and work together in networks to share information. Pupils apply their understanding by identifying suitable technology for different tasks, connecting devices and using a school network to access and share information.
Unit 3	<u>Programming 1: Further coding with Scratch</u> 5 lessons Designing and programming a game using variables, sensors and 'if' statements to control outcomes and interactions. Pupils debug and evaluate their projects to improve functionality, refine gameplay and develop more effective game designs.	Unit 4	Computing systems and networks: Connecting networks
Unit 5	Creating media: Creating video trailers	Unit 6	Online safety: Be kind online

Suggested long-term plan: Computing

Overview - Upper key stage 2

Year 5/6

Unit 1	<u>Programming 1: Music</u> 5 lessons Developing programming and music skills through creating digital sounds, beats and melodies using coding techniques. Pupils apply their understanding by using nested loops to create rhythms and compose a soundtrack with layered musical patterns.	Unit 2	<u>Computing systems: Websites, search and storage</u> 5 lessons Explore how the internet and digital systems help us access, store and share information.
Unit 3	<u>Programming 1: Scratch: Pixels and positions</u> 5 lessons Exploring block-based programming in Scratch, focusing on pixels, coordinates, degrees, variables, conditional statements, loops and debugging to control movement and create interactive programs. Pupils apply their understanding to build, test, evaluate and improve a game, using code to create accurate movement, repeating actions and responsive gameplay.	Unit 4	Computing systems and networks: Understanding hardware, storage and security

Year 5/6

Unit 5	Creating media: Creating animations	Unit 6	Data handling: Exploring spreadsheets
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Suggested long-term plan: Computing

Overview - Key stage 1

Year 1/2

Unit 1	<u>Computing systems: Using computers 2</u> 5 lessons Exploring how computers use inputs, programs and outputs to make things happen, pupils identify common input and output devices and recognise how computers are used in everyday life. They also learn how to log in and out safely and save and organise files so they can find their work again later.	Unit 2	Programming: Bee-Bots
Unit 3	Programming: MakeCode	Unit 4	Creating media: Digital designers 3
Unit 5	Computing systems: The internet	Unit 6	Data handling: Introduction to data

Suggested long-term plan: Computing

Overview - Lower key stage 2

Year 3/4

Unit 1	<u>Programming 2: Computational thinking</u> 5 lessons Developing computational thinking skills through decomposition, pattern recognition, abstraction and algorithm design to solve problems. Pupils apply these approaches by creating and evaluating a Scratch project, reflecting on how computational thinking improves digital solutions and programming outcomes.	Unit 2	Computing systems and networks: Storing, organising and sharing information
Unit 3	Programming: MakeCode loops	Unit 4	Creating media: Creating a website
Unit 5	Creating media: Creating digital images	Unit 6	Data handling: Branching databases

Suggested long-term plan: Computing

Overview - Upper key stage 2

Year 5/6

Unit 1	Programming: BBC Micro:bit	Unit 2	Computing systems and networks: Machine learning
Unit 3	Programming: Exploring python	Unit 4	Creating media: Creating podcasts
Unit 5	Creating media: Creating a multimedia project	Unit 6	Online safety: Life online