Kapow *Primary*™

Unit 1	Networks and systems 1: Using a computer
Lesson 1: Keyboards	
Learning what a keyboard is and how to locate relevant keys.	
Lesson 2: Logging in and out	
Learning to log in and out.	
Lesson 3: Mouse control	
Learning what a mouse is and developing control when using a mouse.	
Lesson 4: Mouse control - clicking	
Developing basic mouse skills, including moving and clicking and using an online paint tool.	
Lesson 5: Mouse control - clicking and dragging	
Developing basic mouse skills, including moving and clicking and using an online paint tool.	

Unit 2	Programming 1: All about instructions

Lesson 1: Following instructions

The class follow instructions as part of practical activities and games.

Lesson 2: Giving simple instructions

Learning to give simple instructions.

Lesson 3: Dressing up instructions

The children follow instructions as part of a dressing up game and learn to give simple instructions.

Lesson 4: Debugging instructions (washing hands)

The children follow instructions as part of a dressing up game and learn to give simple instructions.

Lesson 5: Predictions

Pupils learn that an algorithm is a set of instructions to carry out a task, in a specific order. They use logical reasoning to read simple instructions and predict the outcome.

Unit 3	Computing systems and networks 2: Exploring hardware

Lesson 1: Exploring hardware tinker tray

Pupils explore and tinker with different hardware and are introduced to the relevant vocabulary.

Lesson 2: Real world tinker tray

Children explore and tinker with hardware and identify where technology is used in places that they are familiar with, such as homes and school.

Lesson 3: Pictures of play

Children learn to operate a basic camera to take photographs of their independent play.

Lesson 4: Picture walk

Children further develop their photography skills, taking photographs of their discoveries on a walk around the school grounds.

Lesson 5: Class photo album

Working with an adult, children take selfie photographs to create a class gallery.

Unit 4	Programming 2: Programming Bee-Bots

Lesson 1: Understanding arrows

Children learn the meaning of directional arrows and follow a simple sequence of instructions.

Lesson 2: Introducing the Bee-Bot

Children experiment with programming a Bee-Bot/Blue-Bot and tinker with hardware to develop familiarity and introduce relevant vocabulary.

Lesson 3: Simple Bee-Bot programming

Children experiment with programming a Bee-bot/Blue-bot and to learn how to give simple commands.

Lesson 4: Understanding algorithms

Children follow an algorithm as part of an unplugged game and learn to debug instructions when things go wrong.

Lesson 5: Programming a Bee-Bot

Experimenting with programming a Bee-Bot/Blue-Bot and learning how to give simple commands. Understanding how to debug instructions, with the help of an adult, when things go wrong.

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Unit 5	Data handling: Introduction to data

Lesson 1: Loose parts play

Children sort and categorise objects.

Lesson 2: Sorting ourselves

Children sort themselves into groups based upon given categories and then independently.

Lesson 3: Yes or no?

Children respond to yes/no questions as an introduction to branching databases.

Lesson 4: Creating a branching database

Children learn branching databases through physical sorting and categorising.

Lesson 5: Exploring pictograms

Children learn to interpret a basic pictogram.