

## HDL: Digital Skills Curriculum Overview



### Subject Statement:

For our digital skills curriculum, we use the scheme of learning from the National Centre for Computing education to guide pupils safely through the digital world before they sit external functional skills qualifications in Upper School. Our ambition for all pupils is for them to lead as independent a life as possible; we use technology as much as we possibly can so that they are prepared, confident and comfortable in manoeuvring through the digital challenges we are facing and will face in years to come. Learning and practice builds over time in a carefully sequenced format, and often led by pupils' own lived experiences and prior knowledge, as such, cross curricular skills of problem solving and teamwork, and character traits; creativity, resilience and imagination are an integral part. The units are based on a spiral curriculum and mean that each of the themes is revisited regularly (at least once in each year group), and pupils revisit each theme through a new unit that consolidates and builds on prior learning within that theme. This style of curriculum design reduces the amount of knowledge lost through forgetting and supports the needs of our SEN learners as topics are revisited yearly. It also ensures that connections are cemented as pupils move up through our school.

Assessment is through low stakes weekly quizzing and inclusive end of topic assessments which allow pupils to evidence their learning other than in paper-based tests. The curriculum builds a strong foundation for the Functional Skills qualification in Upper School.

	<b>AUTUMN 1</b>	<b>AUTUMN 2</b>	<b>SPRING 1</b>	<b>SPRING 2</b>	<b>SUMMER 1</b>	<b>SUMMER 2</b>
<b>Orange Year 1</b>	Pupils have access to an electronic whiteboard and interactive touch screen to familiarise themselves with digital technology and media.					
<b>Orange Year 2</b>						
<b>Cherry, Oak and Conker Year 1</b>	<b>Computing systems and networks –</b> technology around us Technology in our classroom Using technology Developing mouse skills Using a computer keyboard Developing keyboard skills Using a computer responsibly	<b>Creating media – digital painting</b> How can we paint using computers Using shapes and lines Making careful choices Why did I choose that Painting all by myself Comparing computer art and painting	<b>Programming – a moving robot</b> Buttons Directions Forwards and backwards Four directions Getting there Routes	<b>Data and information – grouping data</b> Label and match Group and count Describe an object Making different groups Comparing groups Answering questions	<b>Creating media – digital writing</b> Exploring the keyboard Adding and removing text Exploring the toolbar Making changes to text Explaining my choices Pencil or keyboard	<b>Programming – animations</b> Comparing tools Joining blocks Making changes Adding sprites Project design Following my design

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<p><b>Cherry, Oak and Conker Year 2</b></p> <p>And Conker as new content for both classes in 2024-25</p>	<p><b>Computing systems and networks – IT around us</b>            What is IT?            IT in school            IT in the world            The benefits of IT            Using IT safely            Using IT in different ways</p>	<p><b>Creating media-digital photography</b>            Taking photographs            Landscape or portrait            What makes a good photo            Lighting            Effects            Is it real?</p>	<p><b>Programming A – robot algorithms</b>            Giving instructions            Same but different            Making predictions            Mats and routes            Algorithm design            Debugging</p>	<p><b>Data and information-Pictograms</b>            Counting and comparing            Enter the data            Creating pictograms            What is an attribute?            Comparing people            Presenting information</p>	<p><b>Creating media-Digital music</b>            How music makes us feel            Rhythms and patterns            How music can be used            Notes ad tempo            Creating digital music            Reviewing and editing music</p>	<p><b>Programming B-programming quizzes</b>            ScratchJr recap            Outcomes            Using a design            Changing a design            Designing and creating a program            Evaluating</p>
<p><b>Conker Year 1</b></p>	<p>TBC from Sept 2026</p>					
<p><b>Conker Year 2</b></p>						
<p><b>Willow Year 1 Digital Functional Skills EL3</b></p>	<p>Using devices and handling information</p>	<p>Creating and editing</p>	<p>Communicating</p>	<p>Transacting</p>	<p>Being safe and responsible online</p>	<p>Revision and assessment</p>
<p><b>Willow Year 2 Digital Functional Skills L1</b></p>	<p>TBC from September 2026</p>					
<p><b>Olive Year 1 Digital Functional skills L1</b></p>	<p>Using devices and handling information</p>	<p>Creating and editing</p>	<p>Communicating</p>	<p>Transacting</p>	<p>Being safe and responsible online</p>	<p>Revision and assessment</p>
<p><b>Olive Year 2</b></p>	<p>TBC from September 2026</p>					