

Digital Skills Curriculum Overview 2026-27

HDL: Curriculum Statement

At HDL, our Digital Skills curriculum prepares pupils to participate safely, confidently and independently in an increasingly digital world. We recognise that technology is constantly evolving and therefore focus on developing transferable skills, critical thinking and responsible digital citizenship alongside functional digital skills.

Our curriculum follows a progressive, spiral model in which key concepts are revisited and developed through increasingly challenging and meaningful contexts. Learning is organised around four key strands:

- Digital Safety and Citizenship
- Functional Digital Skills
- Creativity and Digital Communication
- Computational Thinking and Problem Solving

Online safety is a golden thread throughout the curriculum and is revisited annually across all phases. Pupils progress from understanding trusted adults, privacy and safe online behaviour to exploring misinformation, online influence, scams, artificial intelligence and digital reputation.

Pupils experience a broad range of digital opportunities including digital art, photography, animation, programming, robotics, data handling, media creation and digital communication. Technology is taught as a practical tool for creativity, communication, organisation and independence, with familiar software and devices revisited through increasingly purposeful projects and real-life applications.

In Upper School, the curriculum prepares pupils for NOCN Digital Functional Skills qualifications and supports the development of the digital knowledge and confidence needed for further education, employment and everyday life. Teaching is adapted to meet the needs of pupils with Autism, ADHD and SEMH needs through practical activities, visual supports, modelling, repetition and scaffolded learning.

Our aim is that every pupil leaves HDL as a safe, responsible and confident user of technology who can apply their digital skills effectively in the wider world.

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	Autumn		Spring		Summer	
Orange Cycle 1	Online safety Safe adults/who helps me? - Who helps me? - What makes me feel worried? - What should I do if I see something upsetting? - Safe adults in school/home <i>(Twinkl EYFS Internet Safety Resources)</i> <i>(Twinkl Internet Safety PowerPoint)</i>		Technology Around us <i>(Twinkl EYFS technology around us resources)</i>		Exploring digital creativity Digital painting & mark making Goal Project Class Digital Art Gallery Pupils create artwork which is displayed on the interactive board for parents and visitors. <i>(Twinkl digital painting resources)</i>	
Orange Cycle 2	Online safety Keeping Myself safe - body safety - trusted adults - asking for help - recognising unsafe feelings - understanding "mine/private" - simple boundaries	Cause and effect Simple programmable toys - on/off - buttons - lights pupils anticipate, choose preferred lights/sounds/ movement of toys	Creating with technology Taking photos & digital storytelling Goal Project My school day' project' 'Things I like' project <i>(Twinkl digital photography resources)</i> <i>(Twinkl digital storytelling resources)</i>		Cause and effect Programmable Toys Beebots - Introduction of Beebot - Pressing buttons causes movement <i>(BeeBot resources Twinkl)</i>	
Cherry Cycle 1	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	Oline safety Some information is private - names - addresses - passwords	Creating media – digital painting How can we paint using computers	Instructions and routines Simple sequencing with robots	information Data and– grouping data Label and match	Creating media – digital writing Exploring the keyboard	Programming – animations - Comparing tools - Joining blocks - Making changes



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	• photos • birthdays • what should/shouldn't be shared <i>(Twinkl online safety year 1 unit pack)</i> Computing systems and networks – technology around us Technology in our classroom Using technology Developing mouse skills Using a computer keyboard keyboard skills Using a computer responsibly <i>(Twinkl Year 1 Technology around us resources)</i> <i>Teach computing year 1 computing systems and networks)</i>	Using shapes and lines • Making careful choices • Why did I choose that Painting all by myself Comparing computer art and painting	BeeBot Treasure Hunt Navigate BeeBot around a treasure map <i>(Twinkl Beebot treasure map resources)</i>	• Group and count • Describe an object • Making different groups • Comparing groups • Answering questions	• Adding and removing text • Exploring the toolbar • Making changes to text • Explaining my choices • Pencil or keyboard (Teach Computing Year 1 Creating Media — Digital Writing) (Twinkl Computing Skills resources)	• Adding sprites • Project design • Following my design
Cherry Cycle 2	Online safety Being kind online	Computing skills	Programming – a moving robot	Data & information Grouping data		

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	<i>(KS1 Online Safety Resource Pack)</i> <i>(Google Interland)</i>	Hardware / software <i>(Twinkl computing skills resources)</i>	- Buttons - Directions - Forwards and backwards - Four directions - Getting there - Routes	Goal Project Our Class Favourite Things Chart Collect and display class data. (Teach Computing year 1 – data and Information – grouping data)
Conker Cycle 1	Online safety Digital Literacy Passwords (Twinkl Digital Literacy Resources)	Computing Skills - Parts of PC - Mouse/laptop track pad - Using a keyboard - Launching applications - Saving, Finding and Opening Files - Using our Computing Skills <i>(Twinkl computing skills Year 1 unit pack)</i>	Algorithms & instructions Moving robots Goal Project: Robot Delivery Challenge – deliver an item around a route (Teach Computing Year 1 Programming A – Moving a robot)	Creating media Photography Goal : Create a digital photography collage <i>(Teach Computing Year 2 – creating media – digital photography)</i> <i>(Twinkl – year 1 digital photography resources)</i>
Conker Cycle 2	Navigating the online world safely Safe searching - What is a search engine? - Searching using key words	Computing Skills – Creating & Organising Goal – create a digital fact file ‘My interests’	Computational thinking Robot algorithms Goal Project Design a Robot Maze Pupils create their own maze and programme another pupil's robot.	Data representation Pictograms & charts Goal Project School Survey Project Gather data and create graphs to answer a question.



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	- Choosing safe websites - What should I click on? - Pop-ups and adverts - Real or fake pictures - What is clickbait? - Safe YouTube use - Kind behaviour online - What should I do if worried? - Safe searching challenge/project - . Create a class online safety guide <i>(BBC Bitesize)</i> <i>(Google Interland)</i>	• opening/saving files • naming files • folders • inserting pictures • simple editing • using toolbars • copying/pasting • basic presentations (Twinkl Computing Skills KS2)	<i>(Teach Computing Year 2 – Programming A robot algorithms)</i> <i>(Twinkl Robot Algorithms PowerPoint)</i>	<i>(Teach computing – Year 2 Data and information – Pictograms)</i>
Oak Cycle 1	Online safety Real or fake? / Misinformation (Twinkl Online Safety KS2 resources) (Newsround fake news resources) (Safer Internet Day resources)	Computing Skills - Digital photography & Image editing Goal - Create a digital photo story. • framing shots • camera angles • editing/cropping	Media creation Animation Goal – create a Lego Stop motion animation <i>(Teach Computing Yr 3 Creating media - Stop-frame animation)</i> <i>(Twinkl KS2 animation resources)</i>	Functional communication Word processing & presentation Goal Project Digital School Newsletter <i>(Teach computing – Creating media – Year 1 Digital writing)</i>

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		- filters - storytelling through images - how photos change meaning		<i>(Teaching computing Year 3 -Creating media – Desktop publishing)</i> <i>(Twinkl – word processing resources)</i>																						
Oak Cycle 2	Online safety Digital footprint / online reputation	Computing Skills - Digital Publishing & Communication Goal – Create a magazine article / page. Could include: - reviews - interviews - sport - gaming - creating purposeful digital content - considering audience - layout/design - communicating clearly	Creative Programming With Scratch Goal Project Create a Mini Interactive Quiz Examples: - Animals - Football - Gaming - School (Teach computing curriculum Programming B Programming quizzes) (Teach Computing Scratch KS2 Units) (Supporting primary school teaching Barefoot Computing)	Data & spreadsheets Intro to spreadsheets Goal – create a Consumer Survey Report <i>(Teach computing Year 4 Data and information – Data logging)</i> <i>(Twinkl data handling resources)</i> <table><tr><th>Lesson</th><th>Focus</th></tr><tr><td>1</td><td>What is a spreadsheet?</td></tr><tr><td>2</td><td>Rows and columns</td></tr><tr><td>3</td><td>Entering data</td></tr><tr><td>4</td><td>Formatting cells</td></tr><tr><td>5</td><td>Sorting information</td></tr><tr><td>6</td><td>Creating charts</td></tr><tr><td>7</td><td>Understanding graphs</td></tr><tr><td>8</td><td>Collecting our own data</td></tr><tr><td>9</td><td>Creating final spreadsheet project</td></tr><tr><td>10</td><td>Presenting findings</td></tr></table>	Lesson	Focus	1	What is a spreadsheet?	2	Rows and columns	3	Entering data	4	Formatting cells	5	Sorting information	6	Creating charts	7	Understanding graphs	8	Collecting our own data	9	Creating final spreadsheet project	10	Presenting findings
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Maple Cycle 1	Online safety Online influence / persuasion	Digital Campaigns & Online Content	Multimedia communication Presentations & digital media Goal – create a digital Welcome project for new pupils to the school	Functional digital skills Email, forms & communication Goal – plan a school event e.g. class afternoon tea , send email invites.																						



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		Goal - Create a digital campaign about an issue. Examples: • online safety • anti-bullying • healthy lifestyles • gaming balance Focus • persuasive communication • online campaigns • audience • digital posters • social media style content • thumbnails • slogans • combining media	<i>(Teach computing Year 3 Creating media – Desktop publishing)</i> <i>(Teach computing year 5 <u>Creating media - Video production</u>)</i> <i>(Canva for education)</i> <i>(Adobe express for educators)</i> <i>(Twinkl presentations skills resources)</i>	create a form to gather favourite snacks/drinks , collaborate on a poster for the 'event' <i>(Teach computing year 6 Computing systems and networks - Communication and collaboration)</i> <i>(Skillsworkshop.org)</i> <i>(Twinkl functional skills resources)</i>
Maple Cycle 2	Online safety Scams / manipulation /Grooming	Digital Organisation & Productivity Goal - Plan and organise an event digitally. Examples: • trip planning	Data handling Spreadsheets & charts Goal – enterprise project Skill entering/editing data formatting tables creating charts sorting/filtering	Digital projects Independent media project Goal – Create a How To..." Media Project Pupils will use their prior knowledge and skills to create their own project e.g.

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		• timetable creation • gaming tournament • class enterprise focus • calendars • reminders • organising files • cloud storage • collaborative work • online forms • digital planning • multitasking	simple formulas/totals comparing information identifying patterns Skill reading graphs explaining findings identifying trends making decisions from data presenting conclusions <i>(Teach computing Year 7 Modelling data using spreadsheets) (Skillsworkshop ICT resources)</i>	• how to travel safely • how to budget • how to stay safe online • how to cook something
Palm Cycle 1 Entry Level 3	Digital life & responsibility Digital footprints, AI & online identity		Functional Digital Skills EL3 Creating & editing	Functional application Communicating & transacting
Palm cycle 2 Entry Level 3	I, misinformation & digital citizenship AI/media literacy		Functional Digital Skills EL3 Independent functional tasks	Employability & independence CVs, forms, email, projects