



Hallwood Park School and Nursery: Computing Long Term Overview

| | Autumn 1 | Autumn 2 | Spring 1 | Spring 2 | Summer 1 | Summer 2 |
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| KSI Cycle 1 | <p>Modern Tales Pupils explore age-appropriate online scenarios through animated stories. They begin to recognise safe and unsafe situations online and learn who they can talk to if something worries them.</p> | <p>My Online Life Children develop an early understanding of online safety, learning simple rules for using technology responsibly, at school and at home.</p> | <p>What is a Computer? Pupils learn to identify different types of computers and tablets and explore their main parts. They begin to understand what computers are used for and how they help us.</p> | <p>Mini-Beasts Children gather, classify and present information digitally. They learn to use technology to organise information and create simple digital outcomes linked to their learning.</p> | <p>Drawing with Shapes Pupils use digital drawing tools to create pictures using shapes. They develop mouse or touchscreen control and learn how digital tools can be used creatively.</p> | <p>My Friend the Robot Children explore how robots are used in the real world and begin to understand that machines can be programmed to perform tasks.</p> |
| KSI Cycle 2 | <p>Online Buddies Pupils learn the do's and don'ts of communicating online. They explore kindness, privacy and respectful behaviour when using digital tools.</p> | <p>My Online Life Online safety learning continues, reinforcing expectations and helping pupils recognise how to seek help and make safe choices.</p> | <p>Code a Story Children use visual coding to animate a simple story. They learn about sequencing, events and debugging while bringing characters and settings to life.</p> | <p>Story Land Pupils create and publish an audiobook, combining audio recording with storytelling skills and developing confidence in sharing digital content.</p> | <p>Heads Up! Children take part in a computing-focused game of charades, reinforcing vocabulary and concepts learned across the year.</p> | <p>Maths Madness Pupils create QR codes and short maths videos to design a digital scavenger hunt, applying computing skills in a cross-curricular context.</p> |
| LKS2 Cycle 1 | <p>Online Detectives Pupils learn advanced internet searching skills. They explore how to find accurate information online and develop strategies for effective searching.</p> | <p>My Online Life Online safety education runs throughout the term, focusing on responsible use, digital footprints and respectful online behaviour.</p> | <p>Dancing Robots Using Scratch Jr, pupils create a dancing robot game. They develop coding skills including sequencing, repetition, problem-solving and debugging.</p> | <p>Rainforests Children use virtual reality apps to explore rainforests and create simple interactive digital content linked to their topic learning.</p> | <p>Keyboard Adventures Pupils develop efficient keyboard skills, learning correct technique and shortcuts to improve speed and accuracy.</p> | <p>T-Shirt Designer Children use digital design tools to create original t-shirt designs, developing creativity and precision with digital graphics.</p> |
| LKS2 Cycle 2 | <p>Fake or Real? Pupils learn to identify reliable and unreliable online information. They explore fake news and create videos explaining how to check sources.</p> | <p>My Online Life Online safety learning continues, focusing on critical thinking, responsibility and personal wellbeing online.</p> | <p>Hour of Code Pupils take part in coding challenges, developing perseverance, logical thinking and problem-solving skills.</p> | <p>Dinosaurs Children explore filming techniques and storytelling skills to create their own digital films linked to topic learning.</p> | <p>Wizard School Pupils complete creative digital challenges inspired by familiar stories, applying coding, logic and creativity.</p> | <p>Minecraft Challenges Children take part in structured building challenges, using computational thinking and teamwork to solve problems.</p> |

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| <p>UKS2 Cycle 1</p> | <p>YouTuber Pupils learn about online safety and digital identity while creating a video blog. They explore responsible content creation and audience awareness.</p> | <p>My Online Life Online safety runs throughout the year, addressing communication, privacy and managing online relationships.</p> | <p>STEAM Challenges Children take part in creative STEM challenges combining coding, maths, art and design technology to solve problems.</p> | <p>Making AR Games Pupils explore augmented reality and use it to design and create interactive games, applying advanced problem-solving skills.</p> | <p>Music Composer Pupils use digital tools to record and edit audio, learning how technology can be used for creative expression.</p> | <p>News Reporter & Podcaster Children plan, record and publish podcasts, developing communication skills and confidence in sharing digital content.</p> |
| <p>UKS2 Cycle 2</p> | <p>Online Dilemmas Pupils create videos exploring how to cope with online challenges. They consider real-world scenarios and responsible decision-making.</p> | <p>My Online Life Online safety learning continues, preparing pupils for increased independence online.</p> | <p>VR Worlds Children explore virtual reality environments and consider how VR can be used for learning and creativity.</p> | <p>Crossy Roads Pupils use visual coding to design their own version of a game, developing skills in logic, sequencing and debugging.</p> | <p>Maths: Solve IT Club Pupils create visual guides to support maths learning, with opportunities to connect digitally with other schools.</p> | <p>Quiz Show Host Children design and create quizzes using a range of apps, applying evaluation, creativity and technical skills.</p> |