

Hippings Methodist Computing Overview 2026-2027

Year Group	Unit 1	Unit 2	Unit 3	Unit 4	Unit 5
EYFS	<u>Computing systems and networks 1: Using a computer</u> Learning about the main parts of a computer and how to use the keyboard and mouse. Learning how to log in and out.	<u>Programming 1: All about instructions</u> The pupils learn to receive and give instructions and understand the importance of precise instructions.	<u>Computing systems and networks 2: Exploring hardware</u> Learning how to operate a camera to take photographs of meaningful creations or moments.	<u>Programming 2: Bee Bots</u> Explore simple programming by experimenting with a Bee-Bot and investigating how hardware responses to commands	<u>Data handling: Introduction to Data</u> Learning how to sort and categorise data

Hippings Methodist Computing Overview 2026-2027 – KS1

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YEAR 1	<u>Online Safety</u>	<u>Computing systems and networks:</u> <u>Improving mouse skills</u> Developing mouse skills by learning how to log in and navigate around a computer while creating digital artwork <u>Sketchpad</u>	<u>Programming 1: Commands Unplugged</u> Exploring commands and instructions through a range of unplugged games and activities while developing an understanding of key programming vocabulary	<u>Skills showcase: Rocket to the moon</u> Developing keyboard and mouse skills through designing, building and testing. Creating a digital list of materials, using drawing software and recording data. <u>Sketchpad</u>	<u>Programming 2: Bee-Bots</u> Exploring commands, instructions and errors through programming a Bee-Bot and learn how sequences control movement. <u>Beebot or Beebot app on iPad</u>
YEAR 2	<u>Online Safety</u>	<u>Computer systems and networks 1: What is a computer?</u> Exploring what a computer is. <u>Sketchpad</u>	<u>Programming 1: Algorithms and Debugging</u> Exploring algorithms and debugging through unplugged activities and online programming games. <u>Scratch Junior</u>	<u>Computing Systems and networks 2: Word Processing</u> Exploring word-processing software by using keyboard shortcuts, importing images and apply simple editing techniques such as bold, italic and underlining <u>Microsoft word</u>	<u>Stop Motion</u> Creating simple animations, storyboarding creative ideas and decomposing a story into small parts of action.

Hippings Methodist Computing Overview 2026-2027 – LKS2

Year Group	Unit 1	Unit 2	Unit 3	Unit 4	Unit 5
YEAR 3	<u>Online Safety</u>	<u>Word Processing (Twinkl)</u> Exploring Microsoft word using undo and redo, making text bold, italic or underline. Changing case and aligning text Microsoft word	<u>Programming 1 : Scratch</u> Exploring the programme Scratch. Learning about ‘loops’ and programming an animation, story and game. Scratch Scratch	<u>Video trailers Option 2: Using iPads</u> Developing digital video skills through creating trailers that use special effects, transitions and editing techniques. i-movie	<u>Data Handling – Branching Databases</u> Learning about records, fields and data and sorting and filtering data. https://www.j2e.com/jit5#branch
YEAR 4	<u>Online Safety</u>	<u>Word Processing (Twinkl)</u> Using Microsoft Word pupils will insert an image into a document; and use formatting tools to improve the layout, use the spellcheck tool; change the layout by using the column tool; change the orientation of the page. Microsoft Word	<u>Programming 1: Further coding with Scratch</u> Revisiting the key features and beginning to use 'variables' in code scripts. Scratch	<u>Data Handling – Investigating Weather</u> Investigating how weather data is gathered and using spreadsheets to organise information. Microsoft Excel	<u>Animation (Twinkl)</u> Create a series of linked frames that can be played as a short animation. Control and adjust a time slider to locate a different point in a film clip. Insert images to create a simple stop motion animation short film clip. Stop Motion Studio

Hippings Methodist Computing Overview 2026-2027 – UKS2

Year Group	Unit 1	Unit 2	Unit 3	Unit 4	Unit 5
Year 5	<u>Online Safety</u>	<u>Computing systems and networks: Search engines</u> Investigating how search engines work and developing effective searching skills to find relevant and accurate information online.	<u>Coding with Scratch – Developing Games (Twinkl)</u> With support and prompts, pupils can design and create a simple maze game by: designing backdrops and sprites; using relevant coding blocks; programming consequences for actions completed; adding appropriate effects and including backdrop and costume changes. Scratch	<u>Stop-motion animation – Option 1: Using Stop Motion Studio</u> Developing an understanding of animation by exploring stop-motion techniques and how moving images are created. Stop Motion Studio	<u>Mars Rover 1</u> Learning about the Mars Rover, exploring how and why it transfers data including instructions, and how messages can be sent using binary code
YEAR 6	<u>Online Safety</u>	<u>Computing systems and networks: Exploring AI</u> Exploring what AI is, how it generates text, images and code and its ethical implications	<u>Coding With Scratch: Animated Stories (Twinkl)</u> Pupils to continue developing their skills in writing their own algorithms as well as editing and debugging existing codes. Scratch	<u>Data Handling – Spreadsheets (Twinkl)</u> Pupils are given an understanding of spreadsheets and how they can be used. Pupils will learn skills in formatting and entering specific formulas. Microsoft Excel	<u>Code Monkey (Online)</u> Introduction to Python programming

