Computing Curriculum Overview

Hamstel Junior School

Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 3					
Computing systems and networks **Connecting computers** *Paint.net*	*Creating media* **Desktop publishing** *Microsoft Word*	*Programming A* **Sequence in music** Scratch	*Creating media* **Stop frame animation** *Tablets - iMotion*	*Data and information* **Branching databases** j2data. (online database tool)	**Programming B** *Events and actions* Scratch
Year 4					
Computing systems and networks ***The internet*** *Paint.net*	*Creating media* **Photo editing** *Paint.net*	*Creating media* **Audio editing** *Audacity*	**Programming A** *Repetition in shape* *Logo*	**Data and information** *Data logging* Data loggers	**Programming B** *Repetition in games* Scratch
Year 5					
Computing systems and networks **Sharing information**	*Creating media* **Vector drawings** Google drawings (or publisher / PowerPoint)	*Creating media* **Video editing** CapCut video editor	**Programming A** *Selection in physical computing* *Micro:bit*	**Programming B** *Selection in quizzes* Scratch	**Data and information** *Flat file databases* j2data. (online database tool)
Year 6					
Computing systems and networks ***Communication – search engines***	**Data and information** **Introduction to spreadsheets** Excel	*Creating media* *3D modelling* Tinkercad	**Programming A** *Variables in games* Scratch	*Creating media* *Web page creation* Google Sites	**Programming B** *Sensing* Micro:bit