Herne Bay Junior School Computing Curriculum Coverage Map

	Autumn		Spring		Summer	
Year 3	**Computer familiarisation**	**Stop-frame animation** Capturing and editing digital still images to produce a stop-frame animation that tells a story.	**Sequencing sounds** Creating sequences in a block-based programming language to make music.	**Branching databases** Building and using branching databases to group objects using yes/no questions.	**Desktop publishing** Creating documents by modifying text, images, and page layouts for a specified purpose.	**Events and actions in programs** Writing algorithms and programs that use a range of events to trigger sequences of actions.
Resource	Chromebook	iMotion	Scratch	J2data	Microsoft Word	Scratch
Year 4	**The internet** Recognising the internet as a network of networks including the WWW, and why we should evaluate online content.	**Repetition in shapes** Using a text-based programming language to explore count-controlled loops when drawing shapes.	**Audio editing** Capturing and editing audio to produce a podcast, ensuring that copyright is considered.	**Data logging** Recognising how and why data is collected over time, before using data loggers to carry out an investigation.	**Photo editing** Manipulating digital images and reflecting on the impact of changes and whether the required purpose is fulfilled.	**Repetition in games** Using a block-based programming language to explore count-controlled and infinite loops when creating a game.
Resource	Web Browser	TurtleAcademy/FMSLogo	Twisted Wave	Data Loggers	Paint.net	Scratch
Year 5	**Sharing information** Identifying and exploring how information is shared between digital systems.	**Selection in physical computing** Exploring conditions and selection using a programmable microcontroller.	**Vector drawing** Creating images in a drawing program by using layers and groups of objects.	**Flat-file databases** Using a database to order data and create charts to answer questions.	**Video editing** Planning, capturing, and editing video to produce a short film.	**Selection in quizzes** Exploring selection in programming to design and code an interactive quiz.
Resource	Google	Crumble	Google Drawings	**Google Slides**	iMovie	Scratch
Year 6	**Internet communication** Recognising how the WWW can be used to communicate and be searched to find information.	**Webpage creation** Designing and creating webpages, considering copyright, aesthetics, and navigation.	**Variables in games** Exploring variables when designing and coding a game.	**Introducing spreadsheets** Answering questions by using spreadsheets to organise and calculate data.	**3D modelling** Planning, developing, and evaluating 3D computer models of physical objects.	**Sensing** Designing and coding a project that captures inputs from a physical device.
Resource	Web Browser	Google Sites	Scratch	Google Sheets/Microsoft Excel	Tinkercad	Micro:bit

	Computing Systems and Networks
	Creating Media A
	Programming A
	Programming B
	Creating Media B
	Data and Information