


## HPS Computing Curriculum Coverage 2024-2025

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<b>Year 1</b>	Technology around us <a href="#">Paintz.app</a>	Digital painting Microsoft Paint	Digital writing Google Docs or Microsoft Word	Grouping data Google Slides or Powerpoint	Moving a robot Beebots	Programming animations  <a href="#">Scratch Jr</a>
<b>Year 2</b>	Information technology around us  Google Slides or Powerpoint	Digital photography  Camera App	Making music  <a href="#">Chrome Music Lab</a>	Robot algorithms  Beebots	Pictograms  <a href="#">J2Data</a>	Programming quizzes  <a href="#">Scratch Jr</a>
<b>Year 3</b>	Connecting computers  <a href="#">Paintz.app</a>	Stop Frame animations (*non-compulsory unit)  iMotion/iMovie	Sequencing sounds  <a href="#">Scratch</a>	Branching databases  <a href="#">J2Data</a>	Desktop publishing  <a href="#">Canva</a>	Events and actions in programmes  <a href="#">Scratch</a>
<b>Year 4</b>	The Internet  Web-Based Unit in Suite	Audio Production (*non-compulsory unit)  GarageBand	Repetition in shapes  <a href="#">J2E Code (Level 3)</a>	Data Logging  Data Loggers/Micro:Bits	Photo Editing  Camera App + Pic Collage	Repetition in games  <a href="#">Scratch</a>
<b>Year 5</b>	Systems and Searching  Google Slides	Video production  Camera App + iMovie	Selection in physical computing  Crumble Kits	Flat file databases  <a href="#">J2Data Databases</a>	Vector drawing (*non- compulsory unit)  Google Drawing	Selection in quizzes  <a href="#">Scratch</a>
<b>Year 6</b>	Webpage creation  Google Sites	Introduction to Spreadsheets  Google Sheets / Excel	Variables in games  <a href="#">Scratch</a>	Sensing  Micro:Bits	3D Modelling (*non- compulsory unit)  <a href="#">Tinkercad</a>	Communication and Collaboration  Google Slides