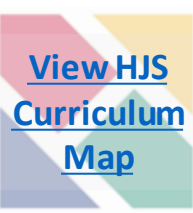


# HJS Curriculum - Computing



	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Year 3		<b>Computing Systems and Networks</b> - <a href="#">Connecting computers</a>  (progression to Y5 systems and searching)		<b>Creating Media</b> – <a href="#">Stop-frame animation</a>  (progression to Y5 video production)	<b>Espresso Coding</b> – <a href="#">Sequence and animation</a>	<b>Espresso Coding</b> – <a href="#">Conditional events</a>
Year 4		<b>Data and Information</b> – <a href="#">Data logging</a>  (progression to Y6 spreadsheets)		<b>Creating Media</b> – <a href="#">Photo editing</a>  (progression to Y6 3D modelling)	<b>Espresso Coding</b> – <a href="#">Introduction to variables</a>	<b>Espresso Coding</b> – <a href="#">Repetitions and loops</a>
Year 5		<b>Computing Systems and Networks</b> – <a href="#">Systems and searching</a>	<b>Espresso Coding</b> – <a href="#">Speed, direction and coordinates</a>	<b>Espresso Coding</b> – <a href="#">Random numbers and simulations</a>		<b>Creating Media</b> – <a href="#">Video production</a>
Year 6	<b>Espresso Coding</b> – <a href="#">More complex variables</a>	<b>Espresso Coding</b> – <a href="#">Object properties</a>		<b>Data and Information</b> – <a href="#">Spreadsheets</a>		<b>Creating Media</b> – <a href="#">3D modelling</a>