

Computing	End of Year 2	End of Year 4	End of Year 6
To code (using Scratch)	<ul style="list-style-type: none"> • Control motion by specifying the number of steps to travel, direction and turn. • Add text strings, show and hide objects and change the features of an object. • Select sounds and control when they are heard, their duration and volume. • Control when drawings appear and set the pen colour, size and shape. • Specify user inputs (such as clicks) to control events. • Specify the nature of events (such as a single event or a loop). • Create conditions for actions by waiting for a user input (such as responses to questions like: What is your name?). 	<ul style="list-style-type: none"> • Use specified screen coordinates to control movement. <ul style="list-style-type: none"> • Set the appearance of objects and create sequences of changes. • Create and edit sounds. Control when they are heard, their volume, duration and rests. • Control the shade of pens. • Specify conditions to trigger events. <ul style="list-style-type: none"> • Use IF THEN conditions to control events or objects. • Create conditions for actions by sensing proximity or by waiting for a user input (such as proximity to a specified colour or a line or responses to questions). <ul style="list-style-type: none"> • Use variables to store a value. • Use the functions define, set, change, show and hide to control the variables. • Use the Reporter operators 	<ul style="list-style-type: none"> • Set IF conditions for movements. Specify types of rotation giving the number of degrees. • Change the position of objects between screen layers (send to back, bring to front). • Upload sounds from a file and edit them. Add effects such as fade in and out and control their implementation. • Combine the use of pens with movement to create interesting effects. • Set events to control other events by 'broadcasting' information as a trigger • Use IF THEN ELSE conditions to control events or objects. • Use a range of sensing tools (including proximity, user inputs, loudness and mouse position) to control events or actions. • Use lists to create a set of variables. • Use the Boolean operators

<p>To connect</p>	<ul style="list-style-type: none"> • Participate in class social media accounts. • Understand online risks and the age rules for sites. 	<ul style="list-style-type: none"> • Contribute to blogs that are moderated by teachers. • Give examples of the risks posed by online communications. • Understand the term 'copyright'. • Understand that comments made online that are hurtful or offensive are the same as bullying. • Understand how online services work. 	<ul style="list-style-type: none"> • Collaborate with others online on sites approved and moderated by teachers. • Give examples of the risks of online communities and demonstrate knowledge of how to minimise risk and report problems. • Understand and demonstrate knowledge that it is illegal to download copyrighted material, including music or games, without express written permission, from the copyright holder. • Understand the effect of online comments and show responsibility and sensitivity when online. • Understand how simple networks are set up and used.
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<p>To communicate</p>	<ul style="list-style-type: none">• Use a range of applications and devices in order to communicate ideas, work and messages.	<ul style="list-style-type: none">• Use some of the advanced features of applications and devices in order to communicate ideas, work or messages professionally.	<ul style="list-style-type: none">• Choose the most suitable applications and devices for the purposes of communication.• Use many of the advanced features in order to create high quality, professional or efficient communications.
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<p>To collect</p>	<ul style="list-style-type: none">• Use simple databases to record information in areas across the curriculum.	<ul style="list-style-type: none">• Devise and construct databases using applications designed for this purpose in areas across the curriculum.	<ul style="list-style-type: none">• Select appropriate applications to devise, construct and manipulate data and present it in an effective and professional manner.
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