King's Oak Primary School **Skills Coverage Tick List**

Areas		Computing Skills	Years: 1 and 2	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
		Staff:							
To code (using Scratch	Motion	Control motion by specifying the number of steps to travel, direction and turn.							
	Looks	Add text strings, show and hide objects and change the features of an object.							
	Sound	Select sounds and control when they are heard, their duration and volume.							
	Draw	Control when drawings appear and set the pen colour, size and shape.							
	Events	Specify user inputs (such as clicks) to control events.							
	Control	Specify the nature of events (such as a single event or a loop).							
	Sensing	Create conditions for actions by waiting for a user input (such as responses to questions like: What is your name?).							
To connect		Participate in class social media accounts.							
		Understand online risks and the age rules for sites.							
To communicate		Use a range of applications and devices in order to communicate ideas, work and messages.							
To collect		Use simple databases to record information in areas across the curriculum.							