

Areas		Computing Skills	Years: 3 and 4		Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
		Staff:								
<u>To code (using Scratch)</u>	Motion	Use specified screen coordinates to control movement.								
	Looks	Set the appearance of objects and create sequences of changes.								
	Sound	Create and edit sounds. Control when they are heard, their volume, duration and rests.								
	Draw	Control the shade of pens.								
	Events	Specify conditions to trigger events.								
	Control	Use IF THEN conditions to control events or objects.								
	Sensing	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).								
	Variables and lists	Use variables to store a value.								
		Use the functions define, set, change, show and hide to control the variables.								
	Operator s	Use the Reporter operators () + () () - () () * () () / () to perform calculations.								
<u>To connect</u>	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.									
<u>To communicate</u>	Use a range of applications and devices in order to communicate ideas, work and messages.									
<u>To collect</u>	Devise and construct databases using applications designed for this purpose in areas across the curriculum.									