



Computing Systems and Networks Connecting computers Autumn Term	Creating media Desktop publishing Spring Term	Programming A Sequencing sounds Autumn Term	Data and information Branching databases Spring Term	Creating media Stop frame animation Summer Term	Programming B Events and actions in programs Summer Term
<p>I can explain that digital devices accept inputs I can explain that digital devices produce outputs I can follow a process</p>	<p>I can explain the difference between text and images I can identify the advantages and disadvantages of using text and images I can recognise that text and images can communicate messages clearly</p>	<p>I can explain that objects in Scratch have attributes (linked to) I can identify the objects in a Scratch project (sprites, backdrops) I can recognise that commands in Scratch are represented as blocks</p>	<p>I can create two groups of objects separated by one attribute I can investigate questions with yes/no answers I can make up a yes/no question about a collection of objects</p>	<p>I can create an effective flip book—style animation I can draw a sequence of pictures I can explain how an animation/flip book works</p>	<p>I can choose which keys to use for actions and explain my choices I can explain the relationship between an event and an action I can identify a way to improve a program</p>
<p>I can demonstrate how information can be passed between devices I can explain the role of a switch, server, and wireless access point in a network I can recognise that a computer network is made up of a number of devices</p>	<p>I can choose the best locations for my content I can make changes to content after I've added it I can paste text and images to create a magazine cover</p>	<p>I can create a sequence of connected commands I can explain that the objects in my project will respond exactly to the code I can start a program in different ways</p>	<p>I can compare two branching database structures I can create yes/no questions using given attributes I can explain that questions need to be ordered carefully to split objects into similarly sized groups</p>	<p>I can break down a story into settings, characters and events I can create a storyboard I can describe an animation that is achievable on screen</p>	<p>I can build more sequences of commands to make my design work - I can choose suitable keys to turn on additional features - I can identify additional features (from a given set of blocks)</p>
<p>I can identify how devices in a network are connected together I can identify networked devices around me I can identify the benefits of computer networks</p>	<p>I can compare work made on desktop publishing to work created by hand I can identify the uses of desktop publishing in the real world I can say why desktop publishing might be helpful</p>	<p>I can identify and name the objects I will need for a project I can implement my algorithm as code I can relate a task description to a design</p>	<p>I can create a branching database that reflects my plan I can suggest real-world uses for branching databases I can work with a partner to test my identification tool</p>	<p>I can add other media to my animation I can evaluate my final film I can explain why I added other media to my animation</p>	<p>I can evaluate my project I can implement my design I can make design choices and justify them</p>

