

Areas		Computing Skills	Years 5 and 6						
		Year:							
		Staff:							
To Code (Using scratch)	MOTION	Set IF conditions for movements. Specify types of rotation giving the number of degrees.							
	LOOKS	Change the position of objects between screen layers (send to back, bring to front).							
	SOUND	Upload sounds from a file and edit them. Add effects such as fade in and out and control their implementation.							
	DRAW	Combine the use of pens with movement to create interesting effects.							
	EVENTS	Set events to control other events by 'broadcasting' information as a trigger.							
	CONTROL	Use IF THEN ELSE conditions to control events or objects.							
	SENSING	Use a range of sensing tools (including proximity, user inputs, loudness and mouse position) to control events or actions.							
	VARIABLES AND LISTS	Use lists to create a set of variables.							
	OPERATORS	Use the Boolean operators () < () () = () () > () () and() () or() Not() to define conditions.							
		Use the Reporter operators () + () () - () () * () () / () to perform calculations. Pick Random () to () Join () () Letter () of () Length of () () Mod () This reports the remainder after a division calculation Round () () of ().							
To Control	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.								
To Communicate	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.								
To Collect	Select appropriate applications to devise, construct and manipulate data and present it in an effective and professional manner.								

