

Spring	<p>Moving a Robot</p> <p>Grouping Data</p>	<ul style="list-style-type: none"> Programming- AL (Algorithms), PG (Programming) <ul style="list-style-type: none"> Explain what a given command will do. Creating Media- CM (Creating Media), DD (Design and Development), ET (Effective use of Tools) <ul style="list-style-type: none"> Use a computer to write, add/remove text. Alter font including size and style. Compare writing on computer and paper. 	<ul style="list-style-type: none"> To know the 4 commands for the Beebot in a sequence including forwards/backwards. To name a group of objects using a label according to property (including size, shape or colour). 	<p>Moving A Robot: Bee-Bot, forwards, backwards, turn, clear, go, commands</p> <p>Grouping Data: Object, label, group, search, image, property, colour, size, shape, value, data, more, less, most, fewest, least, the same.</p>
Summer	Digital Writing	<ul style="list-style-type: none"> Creating Media- CM (Creating Media), DD (Design and Development), ET (Effective use of Tools) <ul style="list-style-type: none"> Use a computer to write, add/remove text. Alter font including size and style. Compare writing on computer and paper. 	<ul style="list-style-type: none"> To know that the space key makes a space and backspace deletes text. To know that where the font and size icons are and what they change font style and make it bigger or smaller. 	<p>Digital Writing: Word processor, keys, numbers, space, backspace, text, shift, cursor, toolbar, bold, italic, underline, select, font.</p>

	Introduction to Animation	<ul style="list-style-type: none"> • Programming- AL (Algorithms), PG (Programming) • Choose a command for a given purpose. • Show that a series of commands can be joined together. • Identify the effect of changing a value. • Explain that each sprite has a set of its own instructions. • Design parts of a project. 	<ul style="list-style-type: none"> • To explain what a start block does in a program. • To name directional blocks which move a sprite. 	Introduction to Animation: Command, sprite, compare, programming area, Block, joining, command, start block, run, background, delete, reset, predict, effect, change, value, instructions, design, programming blocks.
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Computing

Computing Systems, Networks and Online Safety- CS (Computer Science), NW (Networks), SS (Safety and Security).

Creating Media- CM (Creating Media), DD (Design and Development), ET (Effective use of Tools), IT (Impact of Technology).

Data and Information- DI (Data and Information).

Programming- AL (Algorithms), PG (Programming).