Computing in Lower Key Stage 2

Connecting Computers:

- I can explain how digital devices function & how they use inputs and outputs.
- I can understand how a computer network is used to share information.
- I can recognise the physical components of a network and how thy work.

Desktop Publishing:

- I can manipulate page settings and layers for effect and purpose.
- I can add content to desktop publishing, choosing the best location and changing it for improvement.

Sequencing Sound:

- I can recognise and use commands to produce an outcome.
- I can create a sequence of connected commands and explain that these objects respond to a code.
- I can implement my algorithm as the code to create instructions for my program.

Events and Actions in Programmes:

- I can create my sprite then choose which keys to use for actions, explaining my choices.
- I can choose blocks to set up and sequence my program.
- I can test a program against a given design then match the piece of code to an outcome.
- I can make design choices and justify them then implement them into my design.

Data Logging:

- I can use a digital device to collect data automatically.
- I can use a computer to help me analyse and present data.
- I can use data from sensors to answer questions.

Repetition in Shapes:

- I can explain the effect of changing a value of a command.
- I can identify and use repetition and patterns in a sequence.
- I can use a count-controlled loop to produce a given outcome.
- I can develop my program by debugging it.