



Our Lady's R.C. Primary School
Computing

Topic	Connecting computers	Stop frame animation	Desktop publishing
Objectives	<p>To explain how digital devices function</p> <p>To identify input and output devices</p> <p>To recognise how digital devices can change the way that we work</p> <p>To explain how a computer network can be used to share information</p> <p>To explore how digital devices can be connected</p> <p>To recognise the physical components of a network</p>	<p>To explain that animation is a sequence of drawings or photographs</p> <p>To relate animated movement with a sequence of images</p> <p>To plan an animation</p> <p>To identify the need to work consistently and carefully</p> <p>To review and improve an animation</p> <p>To evaluate the impact of adding other media to an animation</p>	<p>To recognise how text and images convey information</p> <p>To recognise that text and layout can be edited</p> <p>To choose appropriate page settings</p> <p>To add content to a desktop publishing publication</p> <p>To consider how different layouts can suit different purposes</p> <p>To consider the benefits of desktop publishing</p>
Vocab	Digital device, input, output, process, program, Connection, network, network switch, server, wireless access point	Animation, flip book, Stop frame animation, frame, sequence, Setting, character, events, stop frame animation, onion skinning, consistency, evaluation, delete, media, import, transition	Text, images, advantages, disadvantages, communicate, font, font style, template, landscape, portrait, orientation, placeholder, desktop publishing, copy, paste, layout, purpose, purpose
Topic	Branching databases	Sequencing sounds	Events and actions in programs
Objectives	<p>To create questions with yes/no answers</p> <p>To identify the object attributes needed to collect relevant data</p> <p>To create a branching database</p> <p>To explain why it is helpful for a database to be well structured</p> <p>To identify objects using a branching database</p> <p>To compare the information shown in a pictogram with a branching database</p>	<p>To explore a new programming environment</p> <p>To identify that commands have an outcome</p> <p>To explain that a program has a start</p> <p>To recognise that a sequence of commands can have an order</p> <p>To change the appearance of my project</p> <p>To create a project from a task description</p>	<p>To explain how a sprite moves in an existing project</p> <p>To create a program to move a sprite in four directions</p> <p>To adapt a program to a new context</p> <p>To develop my program by adding features</p> <p>To identify and fix bugs in a program</p> <p>To design and create a maze-based challenge</p>
Vocab	Attribute, value, questions, table, objects, branching database, database, attribute, value, questions, objects, equal, even, separate, compare, organise, j2data, selecting, pictogram, compare, information, decision tree	Scratch, programming, blocks, commands, code, sprite, costume, stage, backdrop, Sprites, programming blocks, motion, turn, point in direction, go to, glide, sequence, event, task,	Motion, event, sprite, algorithm, logic, move, resize, extension block, pen up, set up, pen, design, action, debugging, errors, test, actions, events



Our Lady's R.C. Primary School
Computing

		design, code, run the code, order, note, chord, design, algorithm, bug, debug	
--	--	--	--