Our Lady's R.C. Primary School
Computing

Topic	Computing systems and networks – The Internet	Creating media – Audio editing	Programming A – Repetition in shapes
Objectives	To describe how networks physically connect to other networks To recognise how networked devices make up the internet To outline how websites can be shared via the World Wide Web (WWW) To describe how content can be added and accessed on the World Wide Web (WWW) To recognise how the content of the WWW is created by people To evaluate the consequences of unreliable content	To use a computer to create and manipulate three-dimensional (3D) digital objects To compare working digitally with 2D and 3D graphics To construct a digital 3D model of a physical object To identify that physical objects can be broken down into a collection of 3D shapes To design a digital model by combining 3D objects To develop and improve a digital 3D model	To define a 'variable' as something that is changeable To explain why a variable is used in a program To choose how to improve a game by using variables To design a project that builds on a given example To use my design to create a project To evaluate my project
Vocabulary	Internet, network, router, network security Network switch, server, wireless access point (WAP), router Website, web page, web address, router, routing, web browser World Wide Web, internet, content, website, web page, links, files Use, content, download, sharing, ownership, permission Information, sharing, accurate, honest, content, adverts	Audio, record, playback, microphone, speaker, headphones, input, output, sound, playback, start, pause, stop, podcast, save, file , edit, selection, open, save, file, selection, open, mixing, time shift, export, MP3, editing, evaluate, feedback	Program, turtle, commands, code snippet Algorithm, design, debug, Logo commands (see Glossary handout), Pattern, repeat, repetition, count-controlled loop, value, trace, decompose, procedure, program

Our Lady's R.C. Primary School
Computing

Topic	Data and information – Data logging	Creating media – Photo editing	Programming B – Repetition in games
Objectives	To identify questions which can be answered using data To explain that objects can be described using data To explain that formulas can be used to produce calculated data To apply formulas to data, including duplicating To create a spreadsheet to plan an event To choose suitable ways to present data	To review an existing website and consider its structure To plan the features of a web page To consider the ownership and use of images (copyright) To recognise the need to preview pages To outline the need for a navigation path To recognise the implications of linking to content owned by other people	To create a program to run on a controllable device To explain that selection can control the flow of a program To update a variable with a user input To use an conditional statement to compare a variable to a value To design a project that uses inputs and outputs on a controllable device To develop a program to use inputs and outputs on a controllable device
Vocabulary	Data, table (layout) Input device, sensor, data logger, logging, data point, interval, analyse, data set, import, export, logged, collection, review, conclusion	Image, edit, arrange, select, digital, crop, undo, save, search, copyright, composition, pixels, rotate, flip, adjustments, effects, colours, hue/saturation, sepia, version, illustrator, vignette, retouch, clone, recolour, magic wand, select, adjust, sharpen, brighten, fake, real, composite, cut, copy, paste, alter, background, foreground, publication, elements, original, font style, shapes, border, layer	Scratch, programming, sprite, blocks, code, loop, repeat, value Block, repeat, forever, infinite loop, count-controlled loop, costume Repetition, animate, event block, duplicate, modify, design, sprite, algorithm, debug, refine, evaluate

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