



Computing Systems and Networks – The Internet

- 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
- To describe how content can be added and accessed on the World Wide Web
- To recognise how the content of the WWW is created by people
- To evaluate the consequences of unreliable content

Creating Media – Audio Editing

- To identify that sound can be digitally recorded:
- To use a digital device to record sound:
- To explain that a digital recording is stored as a file:
- To explain that audio can be changed through editing:
- To show that different types of audio can be combined and played together:
- To evaluate editing choices made

Creating Media – Photo Editing

- To explain that digital images can be changed
- To change the composition of an image
- To describe how images can be changed for different uses
- To make good choices when selecting different tools
- To recognise that not all images are real
- To evaluate how changes can improve an image

Data and Information – Data Logging

- To explain that data gathered over time can be used to answer questions
- To use a digital device to collect data automatically
- To explain that a data logger collects 'data points' from sensors over time
- To use data collected over a long duration to find information
- To identify the data needed to answer questions
- To use collected data to answer questions

Programming A – Repetition in shapes

- To identify that accuracy in programming is important
- To create a program in a text-based language
- To explain what 'repeat' means
- To modify a count-controlled loop to produce a given outcome
- To decompose a program into parts
- To create a program that uses count-controlled loops to produce a given outcome

Programming B – Repetition in Games

- To develop the use of count-controlled loops in a different programming environment
- To explain that in programming there are infinite loops and count controlled loops
- To develop a design which includes two or more loops which run at the same time
- To modify an infinite loop in a given program
- To design a project that includes repetition
- To create a project that includes repetition

