Knowledge, Skills and Understanding



Computing Systems and Networks – Communication

- To identify how to use a search engine
- To describe how search engines select results
- To explain how search results are ranked
- To recognise why the order of results is important, and to whom
- To recognise how we communicate using technology
- To evaluate different methods of online communication

Creating Media – 3D Modelling

- 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

Creating Media – Web Page Creation

- 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

Data and Information – Spreadsheets

- To identify questions which can be answered using data
- To explain that objects can be described using data
- To explain that formula 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

Programming A – Variables in Games

- 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

Programming B – Sensing

- 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 a 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