

Areas		Computing Skills	Years 1 and 2							
		Year:		Staff:						
To Code	In both algorithm, real life and code form, using PRIMM techniques	Join code blocks together								
		Use green flag and 'touch' starting blocks								
		Sequence basic instructions to do with movement and speech bubbles								
		Record sounds and use in sequences								
		Use count controlled loops								
		Select, draw and modify sprites and backgrounds								
		Use floor robots to create simple sequences (forwards, backwards and 90 degree turns)								
To Connect	Prepare work for publication online. Take account of purpose and audience.									
	Understand online risks and the age rules for sites.									
To Communicate	Use a range of applications and devices in order to communicate ideas, work and messages.									
To Collect	Use branching databases to sort and categorise objects relates to topic work.									