

Areas		Computing Skills	Years 3 and 4						
		Year:							
		Staff:							
To Code	In both algorithm, real life and code form, using PRIMM techniques	Select, rename, resize, modify and draw sprites							
		Use key press, mouse click and green flag starting blocks							
		Change a block to make it act differently							
		Use wait blocks							
		Use wait until blocks							
		Duplicate a sprite and its code							
		Use selection in a loop (forever if) blocks							
		Know that initiation code makes the sprite run the same every time it is run.							
		Use count controlled loops							
		Draw a Scratch backdrop							
		Use indefinite loops							
		Use floor robots to create sequences involving more complex movement, sound, repetition and sensing of sound and proximity.							
To Connect	Contribute to blogs that are moderated by teachers.								
	Give examples of the risks posed by online communications.								
	Understand the term 'copyright'.								
	Understand that comments made online that are hurtful or offensive are the same as bullying.								
To Communicate	Use a range of applications and devices in order to communicate ideas, work and messages.								
To Collect	Use simple databases to record information in areas across the curriculum and perform simple sorting exercises.								