

Areas		Computing Skills	Years 5 and 6						
		Year:							
		Staff:							
To Code	In both algorithm, real life and code form, using PRIMM techniques	Use condition starts action (if / then) blocks							
		Use condition switches between actions (if / then / else) blocks							
		Use selection in a loop (forever if / then (else) blocks							
		Use basic procedures - define procedures and use them in code							
		Use count controlled, indefinite and nested loops							
		Use variables as placeholders (string based)							
		Use variables to store and change numbers							
		Use Lists to store data							
		Create Lego models and use proximity sensors, tilt sensors and motors to control them.							
		Design and create 3D games							
To Control		Collaborate with others online on sites approved and moderated by teachers.							
		Give examples of the risks of online communities and demonstrate knowledge of how to minimise risk and report problems.							
		Understand and demonstrate knowledge that it is illegal to download copyrighted material, including music or games, without express written permission, from the copyright holder.							
		Understand the effect of online comments and show responsibility and sensitivity when online.							
		Understand how simple networks are set up and used.							
To Communicate		Choose the most suitable applications and devices for the purposes of communication.							
		Use many of the advanced features in order to create high quality, professional or efficient communications.							
To Collect		Use flat file databases to devise, construct and manipulate data and present it in an effective and professional manner.							
		Use spreadsheets (ad appropriate formulae) in a series of common tasks.							
		Use sensing equipment to record and analyse data.							