

# Computing Subject Overview

Nursery					
Term	Autumn Term	Spring 1	Spring 2	Summer 1	Summer 2
<p><b>Mini Mash Objectives</b></p> <p>(these activities will be demonstrated with a short carpet focus and then children can explore those activities on ipads and laptops during provision time)</p>	<p><i>The focus this half term is establishing routines, building relationships with children and ensuring they can use the environment/areas of the classroom effectively.</i></p>	<p><b>Games:</b> I can use drag and drop to complete a jigsaw (4 piece)</p> <p><b>Numbers &amp; Counting:</b> I can click to identify which is taller.</p> <p>I can click to identify which is longer.</p>	<p><b>Paint Project</b> I can click and drag to fill a picture (animal or any of the other options)</p> <p><b>Number &amp; Countings:</b> Number paint project 1: I can click and drag to trace a number and draw a picture (numbers 1-5)</p> <p>E-Safety: Stranger Danger</p>	<p><b>Games:</b> I can use drag and drop to complete a jigsaw (6 piece)</p> <p><b>Number &amp; Countings:</b> Number paint project 2: I can click and drag to trace a number and draw a picture (numbers 5-10)</p> <p><b>Reading &amp; writing:</b> I can complete an initial sound quiz by clicking the sound button and clicking the correct word (m, a, s, d, t, i, n, p, g, o, c, k, u)</p>	<p><b>Games:</b> I can click to complete a 4 or 6 card pairs game.</p> <p><b>Reading &amp; writing:</b> I can complete an initial sound quiz by clicking the sound button and clicking the correct word (b, f, e, l, h, r, j, v, y, w, z, q, x)</p> <p><b>Number &amp; Countings:</b> I can drag and drop to complete an ordering numbers quiz (1-5).</p>
<p><b>Computing specific Vocabulary</b></p>	<p>Select, click, hold, drag, drop, fill, image, pattern, sort, order, trace</p>				

Reception

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<p>Mini Mash/iCompute</p> <p>See iCompute website Lesson Plans for objectives and specific vocabulary</p>	<p><b>Mini Mash -</b> L1 - <b>Numbers &amp; Counting</b> - Ladybird doubling. To click and drag to form a number.</p> <p>L2 - <b>Numbers &amp; Counting</b> - Ordering numbers quiz. One more and one less. To click and select the correct answer.</p> <p>L3 - <b>Reading &amp; Writing</b> - Phonics, Phase 2 spellings. Click and drag the missing sound.</p>	<p><b>Mini Mash -</b> L1, 2 &amp; 3 - <b>Reading &amp; Writing</b> - 'My Simple Story' To click, drag, drop and type to draw a picture and type a label or caption.</p>	<p><b>iCompute</b> computing lessons:</p> <p><b>L1 - iMke Algorithms</b> - To understand that nursery rhymes involve sequences</p> <p>-To create simple flow charts for popular nursery rhymes</p> <p><b>L2 - iMake Pixel Art</b> - To decode simple digital images by colouring pixels</p> <p><b>L3 - iMake Art</b> - To identify and compare simple 2D shapes - To use digital tools to create artwork</p>	<p><b>iCompute</b> computing lessons:</p> <p><b>L1 - iMake Media</b> - To understand that devices can be used to capture images - To explore using software to combine images, sound and text</p> <p><b>L2 - iCan Move</b> - To develop basic mouse skills</p> <p><b>L3 - iCan Turn</b> - To program a toy to move and make turns</p>	<p><b>iCompute</b> computing lessons:</p> <p><b>L1 - iCan animate</b> - To create a simple animation using stop motion</p> <p><b>L2 - iCan Model</b> - Compare real life and virtual situations - Begin to understand that computers can represent real or imaginary situations</p> <p><b>L3- iCan Direct</b> - To give and follow simple directions</p>	<p><b>iCompute</b> computing lessons:</p> <p><b>L1 - iStay Safe</b> - To understand that the Internet can be used to visit places and learn from - To compare staying safe online to staying safe in the real world</p> <p><b>L2 - iSearch Online</b> - To search digital content</p> <p><b>L3 - iCan program</b> - To give simple commands to a programmable toy</p>

Year 1						
	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Unit	idraw	iModel	iSafe	iAlgorithm	iProgram	iWrite
	<p><b>Lesson 1: iMark</b></p> <p>The children explore how computer models work and learn that they can be used to represent real or imaginary environments, situations and scenarios.</p>	<p><b>Lesson 1: iDress</b></p> <p>The children explore how computer models work and learn that they can be used to represent real or imaginary environments, situations and scenarios.</p>	<p><b>Lesson 1: iWatch</b></p> <p>To understand what being online means, how it feels and how to identify adults who can help</p>	<p><b>Lesson 1: ifollow</b></p> <p>To understand that algorithms are precise instructions that can be followed</p> <p>To follow a simple algorithm</p> <p>To devise a simple algorithm</p>	<p><b>Lesson 1: iRobot</b></p> <p>The children identify everyday devices that perform an action in response to an instruction</p>	<p><b>Lesson 1: iText</b></p> <p>The children engage in a carousel of activities producing text in different ways</p>
	<p><b>Lesson 2: iShape Up</b></p> <p>To investigate simple digital mark-making tools</p>	<p><b>Lesson 2: iDecide</b></p> <p>To understand that computers can be used to make choices</p>	<p><b>Lesson 2: iPlay</b></p> <p>To understand that people online may try to manipulate others and where to go for help if you need it</p>	<p><b>Lesson 2: iSilly</b></p> <p>To understand that programs execute by following precise and unambiguous instructions</p>	<p><b>Lesson 2: iControl</b></p> <p>Programming toys to move</p>	<p><b>Lesson 2: iSentence</b></p> <p>The children use word processing software to create text</p>

	<p><b>Lesson 3: iCopy</b> To create digital art in the style of an artist</p>	<p><b>Lesson 3: iVenture</b> To understand that a computer can be used to model an environment where choices can be made</p>	<p><b>Lesson 3: iShare</b> To understand that photographs can be shared online and that permission is needed</p>	<p><b>Lesson 3: iSay</b> To test and debug a simple algorithm</p>	<p><b>Lesson 3: iPlan</b> Planning, testing and debugging a sequence of instructions that moves a programmable toy</p>	<p><b>Lesson 3: iTell</b> The children construct a simple story using a word processor and a word bank</p>
	<p><b>Lesson 4: illustrate</b> To explore a range of digital drawing tools</p>	<p><b>Lesson 4: iRepresent</b> To create a representation of a real or fantasy game or story</p>	<p><b>Lesson 4: iPlay More</b> To understand online manipulation and where to go to for help if you need it</p>	<p><b>Lesson 4: iBuild</b> To predict the outcome of an algorithm</p>	<p><b>Lesson 4: iProgram</b> Programming virtual toys with directional commands</p>	<p><b>Lesson 4: iReview</b> The children practise keyboard skills and type text about themselves</p>
	<p><b>Lesson 5: iCompile</b> To create a representation of a real or fantasy game or story</p>			<p><b>Lesson 5: iCompose</b> To understand conditions and outcomes</p>	<p><b>Lesson 5: iHunt</b> Recording instructions and programming objects to move to specific locations</p>	
Vocabulary	Line, fill, undo, brush tools, paint, shape, colour, eBook, import, upload, edit	Mouse, point, click, drag, algorithm, instructions, drop, left click, choose, decide, real, fantasy, model	Trusted adult, online, manipulate, approach, shared, permission	Sequence, instruction, forward, backwards, up, down, algorithm, debug, pattern, repeat, true, false, commands, code	Device, signal, instructions, respond, input, output, step, program, debugging, algorithm, sequence	Return, backspace, spacebar, scroll, text, mouse, click, shift, user, connect, word, keys, keyboard, save, bold

Year 2						
	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Unit	iAnimate	iAnimate	isafe	iProgram	iBlog	iSearch
Learning objectives	<p><b>Lesson 1: iFlip</b></p> <p>To understand what an animation is</p>	<p><b>Lesson 4: iScript</b></p> <p>To understand that animations need to be scripted</p>	<p><b>Lesson 1: iWatch</b></p> <p>To understand what being online means, how it feels and how to identify adults who can help</p>	<p><b>Lesson 1: iSequence</b></p> <p>To understand algorithms can describe everyday activities and can be followed by humans and computers</p>	<p><b>Lesson 1: iLog In</b></p> <p>To log in to a class blog</p> <p><b>Lesson 2: iWrite</b></p> <p>To know how to respond to the writing of others</p>	<p><b>Lesson 1: iFind</b></p> <p>To use links to navigate a website</p>
	<p><b>Lesson 2: iDesign</b></p> <p>To understand that an animation consists of characters, a stage, props, sound, text and a story</p>	<p><b>Lesson 5: iCreate</b></p> <p>To understand that stop-frame animations involve physical characters, settings and props</p>	<p><b>Lesson 2: iPlay</b></p> <p>To understand that people online may try to manipulate others and where to go for help if you need it</p>	<p><b>Lesson 2: iInstruct</b></p> <p>To understand that algorithms are made up of steps, some of which can be repeated</p>	<p><b>Lesson 3: iPost</b></p> <p>To know how to post on a blog</p>	<p><b>Lesson 2: iAnswer</b></p> <p>To know that the world wide web can be used to answer questions</p>

	<p><b>Lesson 3: iStoryboard</b></p> <p>To understand the importance of a storyboard in the story planning process</p>	<p><b>Lesson 6: iFilm</b></p> <p>To create a stop-motion animation</p>	<p><b>Lesson 3: iShare</b></p> <p>To understand that photographs can be shared online and that permission is needed</p>	<p><b>Lesson 4: iMove</b></p> <p>To program a simple animation involving movement</p>	<p><b>Lesson 4: iJustify</b></p> <p>To explain what you think and why</p>	<p><b>Lesson 3: iAsk</b></p> <p>To know that the World Wide Web can be used to answer questions</p>
			<p><b>Lesson 4: iPlay More</b></p> <p>To understand online manipulation and where to go to for help if you need it</p>	<p><b>Lesson 6: iCreate</b></p> <p>To combine images and text to create a simple animation</p>	<p><b>Lesson 5: iBlog</b></p> <p>To use a blog to demonstrate and share learning</p>	<p><b>Lesson 4: iLocate</b></p> <p>To locate specific information using a website</p>
Vocabulary	<p>Stop motion, image, animate[tion], movie, character, flipbook, background, stage, sound, a udio, test, storyboard</p>	<p>Animation, characters, scene, stop motion, storyboard, script, setting, props, shot</p>	<p>personal, information, trust, safe, online, trustworthy, untrustworthy, emotions,</p>	<p>Algorithm, instructions, sequence, input, output, process, list, steps, order, repeat, cut, paste, undo, redo, copy, sprite, statement, execute, edit, undo, redo</p>	<p>Blog online, website, text, images, audio, video, webpage, hyperlink, login, username, password, post, response, comment, publish, evidence, evaluate,</p>	<p>Internet, website, webpage, browse[ing] hyperlink, navigate, information, world wide web, clue, solve, information, explore, scroll, URL</p>

Year 3

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Unit	iProgram	iSimulate	iSafe	iNetwork	iConnect	iData
Learning objectives	<p><b>Lesson 1: iMove</b></p> <p>To program an animation that executes a sequence of statements</p>	<p><b>Lesson 1: iExplore</b></p> <p>To understand that computer simulations can represent real or imaginary situations</p>	<p><b>Lesson 1: iBlock</b></p> <p>To understand some measures that can be taken to stay safe</p>	<p><b>Lesson 1: iMap</b></p> <p>To understand what a network is</p>	<p><b>Lesson 1: iConnect</b></p> <p>To understand that the internet is many computers that are connected</p>	<p><b>Lesson 1: iRecord</b></p> <p>To understand how information in a database is organised</p>
	<p><b>Lesson 2: iExplore</b></p> <p>To understand that programs with graphics use x/y coordinates</p>	<p><b>Lesson 2: iRule</b></p> <p>To understand that computer simulations are guided by rules</p>	<p><b>Lesson 2: iFind Out</b></p> <p>To understand potential consequences of sharing without consent</p>	<p><b>Lesson 2: iConnect</b></p> <p>To know key parts of a computer network</p>	<p><b>Lesson 2: iSurf</b></p> <p>To use basic navigation skills to browse the world wide web</p>	<p><b>Lesson 2: iCompare</b></p> <p>To understand the advantages of a computer based database over a paper one</p>

	<p><b>Lesson 3: iAnimate</b></p> <p>To program a sequence of instructions that create visual effects</p>	<p><b>Lesson 3: iAdventure</b></p> <p>To explore the effect of changing variables in a simulation using them to make and test predictions</p>	<p><b>Lesson 3: iFriend</b></p> <p>To understand some of the ways we can protect ourselves online against manipulation</p>	<p><b>Lesson 3: iNet</b></p> <p>To understand that the internet is the physical connections between computers and networks</p>	<p><b>Lesson 3: iBrowse</b></p> <p>To know the main features of web browsers</p>	<p><b>Lesson 3: iAdd</b></p> <p>To find and enter information to create additional records in a database</p>
	<p><b>Lesson 4: iMake Music</b></p> <p>To understand that algorithms and programs can involve repetition</p>	<p><b>Lesson 4: iCircuit</b></p> <p>To understand that simulations help us understand difficult concepts</p>	<p><b>Lesson 4: iFeel</b></p> <p>To understand the ways the internet can make young people feel about themselves</p>	<p><b>Lesson 4: iAddress</b></p> <p>To understand that devices on networks have a unique address</p>	<p><b>Lesson 4: iSearch</b></p> <p>To understand how to find information using a search engine</p>	<p><b>Lesson 4: iTravel</b></p> <p>To demonstrate the knowledge skills and understanding they have learned during this unit</p>
	<p><b>Lesson 5: iShape Up</b></p> <p>To use a repeat function to draw a 2D shape</p>	<p><b>Lesson 5: iSim</b></p> <p>To design and produce a computer simulation or adventure game</p>	<p><b>Lesson 6: iChat</b></p> <p>To identify several different forms advertising can take online</p>		<p><b>Lesson 5: iCheck</b></p> <p>To know the basic steps that can help distinguish safe and credible websites</p>	
Vocabulary	<p>Sprite, blocks, programming, coordinates, up, down, left, right, if, axis, sequence, animate, repeat, loop, import, record, repeat, internet, image</p>	<p>Simulation, choice, rules, variables, model, pattern, predict, decision, design, effect</p>	<p>post, message, share, privacy, settings, like/dislike, block, comment, public, private, threat, manipulation, bribe, offers, flatter, self-esteem, body image, isolate, fans, advertise,</p>	<p>Network, connect, network switch, server, wireless access point (WAP), Device, WIFI, router, Local Area Network [LAN], URL, Domain Name Server [DNS], Internet</p>	<p>Network, internet, world wide web, email, communicate, connected, forward, backwards, home, router, data, images, text, audio,</p>	<p>Database, record, question, field data, internet</p>



			ads, target, pop up, vlog, endorse, email, website,	protocol [IP]	hyperlinks, browser, refresh/reload, address bar, URL, favourite icon, default, navigate	
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Year 4						
	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Unit	iProgram	iData	iSafe	iAnimate	iAlgorithm	iProgram 2
Learning objectives	<b>Lesson 1: iMake Blocks</b> To understand the need to reuse code in programming	<b>Lesson 1: iBinary</b> To understand that computers represent data as numbers and count using switches of 'on' and 'off' (0 and 1)	<b>Lesson 1: iPrivate</b> Distinguish between personal information, which is safe to share online, and private information, which is unsafe to share	<b>Lesson 1: iFlip</b> To understand what an animation is	<b>Lesson 1: iSort</b> To understand that information is easier to find in a sorted order	<b>Lesson 1: iDraw</b> To program a turtle to execute a sequence of statements
	<b>Lesson 2: iSync</b> To understand that action can be programmed to synchronise	<b>Lesson 2: iSort</b> To sort record cards using field names	<b>Lesson 2: iPower</b> Generate solutions for dealing with cyberbullying	<b>Lesson 2: iDraw</b> To create a scene for an animation	<b>Lesson 2: iNetwork</b> To understand that splitting problems up and solving parts at the same time can speed up finding a solution	<b>Lesson 2: iWrite</b> To understand that computer programs consist of statements that perform a specific task
	<b>Lesson 3: iScene</b> To understand that broadcasts can be used to change scenes in Scratch	<b>Lesson 3: iEnter</b> To understand that storing information in an organised way helps answer questions	<b>Lesson 6: iKnow</b> Spam Explore strategies for safely managing unwanted messages	<b>Lesson 3: iFrame</b> To understand that animations can be created using digital tools	<b>Lesson 3: iMarch</b> To understand that algorithms are a set of instructions that complete a task	<b>Lesson 3: iShape Up</b> To amend an algorithm to change the size of a shape

	<p><b>Lesson 4: iDebug</b> To detect and correct errors in a computer program</p>	<p><b>Lesson 4: iSearch</b> To search a database to answer questions</p>	<p><b>Lesson 7: iCommunicate</b> Analyse why private information should not be given to anyone online without the permission of a trusted adult</p>	<p><b>Lesson 4: iScene</b> To create an animated scene</p>	<p><b>Lesson 4: iLocate</b> To use decomposition to approach problems</p>	<p><b>Lesson 4: iRobot</b> To program a virtual robot to move and draw</p>
	<p><b>Lesson 5: iCreate</b> To understand that code can be remixed and reused to create new content</p>	<p><b>Lesson 5: iChart</b> To use the information in a database to create a simple chart</p>	<p><b>Lesson 8: iBeat</b> Cyberbullying Identify strategies for dealing responsibly with cyberbullying</p>	<p><b>Lesson 5: iProduce</b> To storyboard and create a short animation</p>	<p><b>Lesson 5: iGraph</b> To use logical reasoning and abstraction to design algorithms</p>	<p><b>Lesson 5: iDesign</b> To design a program that makes choice</p> <p style="color: red;">DT L.O - apply their understanding of computing to program, monitor and control their products</p>
Vocabulary	Coding, programming, reusing, procedure, custom block, pattern recognition, wait, broadcast, timing, scene, backdrop, message, sequence, debug, fix, test,	Binary, series, base, on, off, data, digital, information, record, field, file, database, search, chart,	register, personal & private information, identity theft, cyberbully, keywords, precise, results, spam, computer virus, monitor, track, target, empathise, by/upstander	Image, camera, animation, stop, motion, illusion, onion skin, animator, frame, dimension, frame rate, FPS[frames per second] CGI [computer generated images] GIF [graphics interchange format] 3D, design, plan, storyboard	Order, compare, measure, sort, select, greater/less than, left, right, node, model, decomposition, abstraction, algorithm, optimisation, logical reasoning, computational thinker	Turtle, repeat, angles, degrees, repeat, value, remote control, condition, if, then, true, false, execute, statement, repeat

Year 5						
	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Unit	iCrypto	iDraw	iSafe	iWeb	iProgram	iProgram
Learning objectives	<b>Lesson 1: iDecipher</b> To understand that messages can be sent and received secretly	<b>Lesson 1: iCreate</b> To understand that digital tools can be used to create images	<b>Lesson 1: iCommunicate</b> To understand the risks and benefits of various modes of communication	<b>Lesson 1: iShare</b> To understand that the world wide web is one of the services offered on the internet	<b>Lesson 1: iMove</b> To understand that computer programs containing graphics use x y coordinates and turns are measured in degrees	<b>Lesson 5: iScore</b> To program statements that make something happen in response to the value of a variable

	<p><b>Lesson 2: iSignal</b> To understand signalling is a form of communication</p>	<p><b>Lesson 2: iShape</b> To understand that vector images are made up of shapes and lines</p>	<p><b>Lesson 2: iPersonal</b> To understand the concept of personal and private information</p>	<p><b>Lesson 2: iRemix</b> To understand that many people remix content to work on the world wide web</p>	<p><b>Lesson 2: iSense</b> To understand that programs can do different things if the value of a boolean variable is true or false (conditional statements)</p>	<p><b>Lesson 6: iDesign</b> To develop an outline of tasks and activities required to develop a project</p>
	<p><b>Lesson 3: iCode</b> To understand that data can be transmitted as binary (on or off)</p>	<p><b>Lesson 3: iDetail</b> To use digital tools to improve detail in images</p>	<p><b>Lesson 3: iStay Safe</b> To learn the SMART rules for being online</p>	<p><b>Lesson 3: iHack</b> To know that HTML gives a web page structure</p>	<p><b>Lesson 3: iNavigate</b> To program statements that make something happen in response to events on screen</p>	<p><b>Lesson 7: iCode</b> To use the computational concepts of sequence, selection, repetition and variables to program a computer game</p>
	<p><b>Lesson 4: iShift</b> To encode/decode messages using a simple shift cipher</p>	<p><b>Lesson 4: iLayer</b> To understand that vector images are constructed of layers</p>	<p><b>Lesson 5: iChat</b> To understand how to chat sensibly and safely</p>	<p><b>Lesson 4: iDecode</b> To read basic HTML code</p>	<p><b>Lesson 4: iVary</b> To be able to understand what a variable is and why they are useful</p>	<p><b>Lesson 8: iTest</b> To develop strategies for testing and debugging computer programs</p>
	<p><b>Lesson 5: iCrack Code</b> Understand the algorithm of a simple shift cipher</p>	<p><b>Lesson 5: iDesign</b> To design and create vector images</p>	<p><b>Lesson 6: iKnow</b> Bullying To understand what to do if confronted with cyber bullying</p>	<p><b>Lesson 5: iPresent</b> To use research for the creation of a website</p>		
Vocabulary	Cipher, code, encrypt, decrypt, cryptography, key, signalling, semaphore, message, data, binary, encode, decode, morse, dots and dashes,dit, dah	Tools, area, resize, rotate, toolbar,, handles, canvas, undo, redo, fill, vector, stamp, duplicate, layer, send backwards, send forwards, zoom, resize, design, evaluate, improve, order, position	communication, internet, risk, personal, private, SMART, website, address, search engine, search bar, compare, user -friendly, cyber -bullying, benefit,	Internet, communicate, world wide web, email, instant messaging, HTML code, hacking, CSS, element, cop yright, syntax,	Sprite, xy coordinates, condition, if/then statements,  Boolean, sense, vary, change, data, type, string, memory, store, d esign, storyboard, input, sequence, output, test, debug, amend, systematically	Sprite, xy coordinates, condition, if/then statements,  Boolean, sense, vary, change, data, type, string, memory, store, d esign, storyboard, input, sequence, output, test, debug, amend, systematically

Year 6

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Unit	iNetwork	iProgram	iData/isafe	iApp	iApp	iModel
Learning objectives	<b>Lesson 1: iConnect</b> To understand that a computer network is a group of computers that are connected	<b>Lesson 1: iControl</b> To identify the various inputs that computer games can use	<b>Lesson 1: iCell</b> To identify some parts of a spreadsheet	<b>Lesson 1: iMobile</b> To understand the value of mobile technology and its future development	<b>Lesson 5: iPlan</b> To understand that apps are computer programs that are developed according to a plan	<b>Lesson 1: iShape</b> To become familiar with basic 3D modelling tools
	<b>Lesson 2: iRoute</b> To understand that the internet is many networks that are connected to each other	<b>Lesson 2: iGame</b> To program a computer game by sequencing conditional statements	<b>Lesson 2: iWork it Out</b> To understand that spreadsheets can be used to store numerical data and to make calculations	<b>Lesson 2: iExplore</b> To explore event-driven programming using a text-based programming language	<b>Lesson 6: iDevelop</b> To develop an app according to a plan	<b>Lesson 2: iDesign</b> To understand that graphical models can easily be changed

	<p><b>Lesson 3: iTrace</b> To know that computers connected to the Internet have their own address</p>	<p><b>Lesson 3: iPlan</b> To understand that programs are developed according to a plan</p>	<p><b>Lesson 3: iCalculate</b> To enter a formula to calculate totals</p>	<p><b>Lesson 3: iPaint</b> To understand the importance of decomposition in programming</p>	<p><b>Lesson 7: iDebug</b> To develop strategies for testing and debugging computer programs</p>	<p><b>Lesson 3: iDevelop</b> To use features of graphical modelling software to develop a 3D model</p>
	<p><b>Lesson 4: iSearch</b> To know that internet search engines maintain, and rank, a list (or index) of other websites available on the world wide web</p>	<p><b>Lesson 4: iCode</b> To program an algorithm according to a plan</p>	<p><b>Lesson 4: iRecord</b> To understand that graphs and charts can be created and easily be changed from spreadsheet data</p>	<p><b>Lesson 4: iTap</b> To use algorithms to develop a solution to a problem</p>		<p><b>Lesson 3: iDevelop</b> To use features of graphical modelling software to develop a 3D model</p>
			<p><b>Week 6 – E Safety</b> <b>Lesson 3: iPlay</b> Put into practice what they have learnt about privacy and security</p>			
			<p><b>Week 7 – E Safety</b> <b>Lesson 3: iPlay</b> Put into practice what they have learnt about privacy and security</p>			

Vocabulary	Network, internet, wired, wireless, data, devices, communicate, connected, LAN, WAN, network switch, router, packet, data, address, ISP[internet service providers] WWW [world wide web]trace, URL, ranking, algorithm, crawling, spider, search terms, search engine,	Control, input, output, simulation, condition, statement [if, then], design, plan, logical operators, variables, sprite, plan, test, bug, iteration,	Spreadsheet, cell, cell reference, calculate, format cell, formula, SUM, + - * /, Chart, graph, update,	Events, test, debug, conditional, test, syntax, assets, commands, decomposition, event, variables, function, design, abstraction, algorithm, pseudo - code, input, process, output, function,	Events, test, debug, conditional, test, syntax, assets, commands, decomposition, event, variables, function, design, abstraction, algorithm, pseudo - code, input, process, output, function, interface, parameters, amend	2D, 3D, dimensions, model, graphics, resize, scale, pan, orbit, rotate, component, workspace, view, amend, 3D model, import
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