

## Y1/2

In computing we will learn to:

### **Code**

**This concept involves developing an understanding of instructions, logic and sequences.**

#### **Motion**

- Control motion by specifying the number of steps to travel, direction and turn.

#### **Looks**

- Add text strings, show and hide objects and change the features of an object.

#### **Sound**

- Select sounds and control when they are heard, their duration and volume.

#### **Draw**

- Control when drawings appear and set the pen colour, size and shape.

#### **Events**

- Specify user inputs (such as clicks) to control events.

#### **Control**

- Specify the nature of events (such as a single event or a loop).

#### **Sensing**

- Create conditions for actions by waiting for a user input (such as responses to questions like: What is your name?).

### **Connect**

**This concept involves developing an understanding of how to safely connect with others.**

- participate in class social media accounts.
- understand online risks and the age rules for sites.

## **Communicate**

**This concept involves using apps to communicate one's ideas.**

- use a range of applications and devices in order to communicate ideas, work and messages.

## **Collect**

**This concept involves developing an understanding of databases and their uses.**

- Use simple databases to record information in areas across the curriculum.