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### **Computing Long term planning**

### Need to look at the 'To collect' Learning objective from Depth of Learning. KS1 – use of Textease Branching Tree diagrams/ Y3/4 – Textease charts Y5/6 - Spreadsheets

### Year 1/2 - Year A

	Toy Story	The Great Fire of London	Pets at Home	People who help us	Treasure	Amazing Australia!
Computing	<mark>On-line safety</mark>	Compu <mark>ter art</mark>	Preparing for turtle logo	Presentat <mark>ion skills</mark>	Programming turtle and	Using the internet
	Recognise common uses of	Use technology	Understand what	Use technology safely	Scratch/Espresso coding	Use technology
	information technology	purposefully to create,	algorithms are; how they	and respectfully	Understand what	purposefully to create,
	beyond school.	organise, store,	are implemented as	Use technology	algorithms are; how they	organise, store,
	Use technology safely	manipulate and retrieve	programs on digital	purposefully to create,	are implemented as	manipulate and retrieve
	and respectfully, keeping	digital content.	devices; and that	organise, store,	programs on digital	digital content.
	personal information	I can create computer art.	programs execute by	manipulate and retrieve	devices; and that	Use technology safely
	private; identify where	I can use a range of tools	following precise and	digital content.	programs execute by	and respectfully, keeping
	to go for help and	in a computer program to	unambiguous instructions.	Link in with	following precise and	personal information
	support when they have	reproduce a style of art.	Use logical reasoning to	Hist/Geog/Science	unambiguous instructions.	private; identify where
	concerns about content	I can make and edit shapes	predict the behaviour of	I can use basic computer	Use logical reasoning to	to go for help and
	or contact on the	to create a piece of art.	simple programs.	skills	predict the behaviour of	support when they have
	internet or other online	I can change the shade of	Create and debug simple	I can use folder	simple programs.	concerns about content
	technologies.	a colour for effect.	programs.	I can organise ideas for a	Create and debug simple	or contact on the
	To understand that the	I can retrieve a file to	I can give and follow	presentation.	programs.	internet or other online
	information I put online	edit in a computer	algorithms to turn right or	I can add and format an	I can create an algorithm	technologies.
	leaves a digital footprint.	program.	left.	image	to move or rotate the	Link in with
	To use keywords in an	I can use a range of skills	I can give and follow an	I can reorder slides and	turtle.	Hist/Geog/Science when
	online search to find out	to create a piece of art.	algorithm to make half and	present a presentation.	I can create an algorithm	searching.
	about a topic.	'	quarter turns.	I can search and print.	and use the repeat	I can search the internet
	Link in with		I can give and follow an	,	command.	using one word.
	Hist/Geog/Science when		algorithm using the		I can create an algorithm	I can stay safe when using
	searching.				and add sound.	the internet.

To recognise whether a website is appropriate for children. To rate and review informative websites. To be able to identify kind and unkind behaviour. To apply our knowledge of safe and sensible online activities to different situations.		commands right 90 and left 90. I can give, follow and complete an algorithm. I can use recognised language in an algorithm. I can create, test and debug an algorithm.		I can create an algorithm and use the green flag to start. I can create an algorithm and use the commands to change the backdrop and add sprites.	I can search the internet to find results suitable for children. I can search for information safely online. I can follow links to another web page. I can follow links safely online. I can create content for an online blog. I can use a camera to take safe photos to use online. I can use an online blog safely and respectfully. I can post positive comments and response on a blog.
Understand the online risks and the age rules for sites. Use a range of applications and devices in order to communicate ideas, work and messages.	Use a range of applications and devices in order to communicate ideas, work and messages.	Motion by specifying the number of steps to travel, direction and turn.	Use a range of applications and devices in order to communicate ideas, work and messages.	Control motion by specifying the number of steps to travel, direction and turn. Select sounds and control when they are heard, their duration and volume. Add text strings Specify the nature of events (Control - green flag to start).	Understand the online risks and the age rules for sites. Use a range of applications and devices in order to communicate ideas, work and messages.

The following key indicators have only either been mentioned briefly or not at all as the plans have come from twinkl. Other skills are being used. Once you are confident with Scratch, you can adapt the plans so that the following key indicators are being worked on.

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

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

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

Sensing – create conditions of actions by waiting for a user input (such as responses to questions like: What is your name?)

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### Year 1 / 2 – Year B

Year B	Ghastly events	Extreme	Royal Party Time!	How does your	Amazing Africa! Kenya	Sailing across the sea
(Year 1)	onasny evenis	Weather	Noyar rarry rime.	garden grow?	Amazing Africa: Kenya	Saming across the sea
Computing	Use technology purposefully to create, organise, store, manipulate and retrieve digital content. Use technology safely and respectfully Recognise common uses of information technology beyond school To create, name and date my digital creative work. To safely search for images online To und how to communicate safely online. To und what personal info I need to keep safe To explore how to use email to safely communicate To apply my online safety knowl to help others make good choices online.	Computer skills  Use technology safely and respectfully  Use technology purposefully to create, organise, store, manipulate and retrieve digital content.  Use technology safely and respectfully  I can use a computer mouse/trackpad.  I can switch on and shutdown a computer.  I can launch an application and manipulate windows.	Programming toys Link with Geometry - position and direction Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions. Create and debug simple programs. I can create instructions using pictures. I can say why it is important to be precise when writing an algorithm. I can write instruction to program a person like a computer. I can program a Bee-bot to move. I can de-bug a Bee-bot. I can program a sequence to make a Bee-bot move.	Painting Use technology purposefully to create, organise, store, manipulate and retrieve digital content. I can paint with different colours. I can paint with different brushes. I can create shapes and fill areas. I can make changes to improve my work I can add text to a painting. I can use a computer to make a poster.	Programming with Scratch/Espresso coding Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions. Use logical reasoning to predict the behaviour of simple programs. Create and debug simple programs. I can describe and use instructions to program a character. I can program a character to grow and shrink. I can use instructions to make characters move at different speeds and distance. I can use a repeat instruction to make a sequence of	Use technology purposefully to create, organise, store, manipulate and retrieve digital content.  Use simple databases to record information in areas across the curriculum.

	I can save and open files. I can drag objects (files from one location to another) I can identify and practise my computer skills.			instruction run more than once. I can create programs that play a recorded sound. I can create programs with a sequence of linked instructions.	
Understand the online risks and the age rules for sites. Use a range of applications and devices in order to communicate ideas, work and messages.	Use simple databases to record information in areas across the curriculum? Use a range of applications and devices in order to communicate ideas, work and messages.	Control motion by specifying the number of steps to travel, direction and turn.	Control when drawings appear and set the pen colour, size and shape? Use arrange of applications and devices in order to communicate ideas, work and messages.	Control motion by specifying the number of steps to travel, direction and turn (speed). Select sounds and control when they are heard, their duration and volume.	Use simple databases to record information in areas across the curriculum.

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### Year 3 / 4 – Year A

Europe - Focus on France    Art   Dischesifety   Use technology safely, respectfully and responsibly: recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.   Understand computer networks including the internet; how they can provide multiple services such as the world wide web; and the opportunities they offer for communication and collaboration.   To know what cyberbullying is and how to address it.   To und how websits use advertisements to promote websites use advertisements to promote products.   To create strong passwords and und privacy   To create strong passwords and und priv				Year 3 / 4 – Y	ear A		
Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.  Understand computer networks including the internert; now they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration.  To know what cyberbullying is and how to address it.  To und how websites use advertisements to promote products.  To create strong passwords and und privacy		<u> </u>	Remarkable Romans	La La La!	Food Glorious Food	Anglo-Saxons and Scots	What's beneath my feet? Rocks and Fossils
SETTINGS.	Art	Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact. Understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration. To know what cyberbullying is and how to address it. To und how websites use advertisements to promote products. To create strong	Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.  Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.  I can use basic computer skills.  I can change the case of text.	Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content.  Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.  Understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration.  Link research to other	Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.  I can draw with different shapes and lines. I can order and group objects. I can manipulate shapes and lines. I can recognise effective layout. I can combine text and images. I can lay out objects	Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.  I can plan a branching story. I can create slide templates and organise slides with hyperlinks.  I can add theme, transitions and animation to a presentation.  I can use action settings.  I can insert audio and video. I can evaluate slide layout	Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts. Use sequence, selection, and repetition in programs; work with variables and various forms of input and output.  Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.  I can create and debug an algorithm using the move, rotate and repeat

To safely send and receive emails. To explore different ways children can communicate online. To use knowl about online safety to plan a party online.	I can use bullets and numbering. I can use <ctrl> key. I can insert and format text boxes.</ctrl>	I can identify how word order affects search results. I can explain how searches return results. I can save and share webpages. I can identify the ways, and investigate how, we communicate online. I can explain how to stay safe when communicating online. I can explain why I need to be responsible online.			I can create and debug algorithms using penup and pendown. I can create and debug algorithms that draw regular polygons. To create and debug algorithms that draw shapes. To create and debug algorithms that draw regular polygons. To create and debug algorithms that draw regular polygons. To create and debug algorithms that draw patterns.
Give examples of risks posed by online communications. Understand that comments made online that are hurtful or offensive are the same as bullying. Understand how online services work.	Use some of the advanced features of applications and devices in order to communicate ideas, work or messages professionally.	Give examples of risks posed by online communications. Understand that comments made online that are hurtful or offensive are the same as bullying. Understand how online services work.	Use some of the advanced features of applications and devices in order to communicate ideas, work or messages professionally.	Use some of the advanced features of applications and devices in order to communicate ideas, work or messages professionally.	Use specified co-ordinates to control movement. Create and edit sounds. Control when they are heard, their volume, duration and rests. Specify conditions to trigger events. Control the shade of pens. Use the Reporter operators () +() () - () () / () to perform calculations - need to fit this skill in.

### Using and applying

Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.

- I can use and combine appropriate software to design, create and present an electronic presentation.
- I can draw or design images and import them into other software.

- I can research and use appropriate information and images using the internet.
- I can use effective design and layout in a presentation,
- I can present information on a particular subject, including accompanying materials.

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### Year 3 / 4 – Year B

			Year 3 / 4 – Yea	r B		
	Stone Age -Iron age	Extreme Survival!	Journey to A	ncient Egypt	United Kingdom	Europe - Russia - focus on River Volga?
Art	Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.  Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content.  I can identify how a message can hurt someone's feelings.  I can say how I should respond to a hurtful message online.	Word processing Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.  Link in with Hist/Geog/Science I can use format images for a purpose. I can use formatting tools to create an effective layout.	Animation Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information. I can describe early forms of animation before computers and how computers have made a difference. I can create a shot computer animation using	Scratch: Questions and Quizzes  Design quiz for a particular audience  Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.  Use sequence, selection, and repetition in programs; work with variables and various forms of input and output.	Programming Turtle loga Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts. Use sequence, selection, and repetition in programs; work with variables and various forms of input and output. Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.	Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.  Devise and construct databases using applications designed for this purpose in areas across the curriculum.

I can use a search engine accurately. I can understand the term 'plagiarism' and how to avoid it. To create a safe online profile. To explain how to be a responsible digital citizen. To create an online safety superhero character.	I can use the spellcheck tool. I can insert and format a table in a word processing document. I can change a page layout for a purpose. I can create hyperlinks within a word document.	one or more moving stick figures.  I can create a recorded animation involving a number of moving characters on a background.  I can structure specific timing of animations using a time slider.  I can use a camera to create a short stop-motion animation film.  I can analyse and evaluate software.	into smaller parts. I can write and bug a program. I can use sequence and selection. I can write and debug a program which use sequence and repetition. I can work with variables. I can design. Write and	I can create and debug an algorithm to create a procedure. I can create and debug an algorithm that uses setpos to draw shapes. I can create and debug an algorithm with different colours. I can create and debug an algorithm to fill areas with colour. I can create and debug an algorithm to produce text. I can create and debug an algorithm to produce text. I can create and debug an algorithm to draw arcs.	
Give examples of risks posed by online communications. Understand that comments made online that are hurtful or offensive are the same as bullying. Understand how online services work. Understand the term 'copyright'.	Use some of the advanced features of applications and devices in order to communicate ideas, work or messages professionally.	Use some of the advanced features of applications and devices in order to communicate ideas, work or messages professionally.	To code - Set the appearance of objects and create sequences of changes. Create and edit sounds. Control when they are heard, their volume, duration and rests. Specify conditions to trigger events. Use IF-THEN conditions to control events or objects. Create conditions for actions by sensing proximity or by waiting for a user input (such as proximity to a specified colour or a line or responses to questions).	Use some of the advanced features of applications and devices in order to communicate ideas, work or messages professionally. To code - Control the shade of pens.	Devise and construct databases using applications designed for this purpose in areas across the curriculum.

		Use variables to store a value.	

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### Year 5 / 6 – Year A

	Riotous Royalty	Around the world in 80 days	Victorious Vikings	Shaking and exploding	Local study - Gillingham /SP
	Aspect or theme beyond 1066 - changing powers of monarchs		Viking and Anglo Saxon	Earthquake, zones and	How we are linked
	(Henry VIII)			volcanoes	
	Queen Victoria - Victorians?				

### On-line safety

Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact. Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content. To identify spam emails and what to do with them. To write citations for the websites I use for research. To create strong passwords. To recognise when, why and how photographs we see online may have been edited.

To apply online safety rules to

real-life scenarios.

#### Scratch Developing Games

Design, write and debug programs that accomplish specific goals, including systems; solve problems by decomposing them into smaller parts. Use sequence, selection, and

repetition in programs; work of input and output. Use logical reasoning to explain I can draw and interpret a

how some simple algorithms errors in algorithms and programs.

I can design and program a character game.

I can design an original character or backdrop for a game.

I can add features or effects to enhance a game.

I can create an original animated game with a specific goal. I can program costume changes for a sprite.

I can add point-scoring and levels to game code.

Design, write and debug programs that accomplish specific goals, including controlling or simulating physical controlling or simulating physical systems; solve problems by decomposing them into smaller

Use sequence, selection, and repetition in programs; work with variables and various forms with variables and various forms given goals, including of input and output.

flowchart with correct symbols. work and to detect and correct I can create and edit a flowchart to control a simulated device. I can control multiple outputs at the same time.

on the status of an input.

I can create a flowchart program I can research and plan digital containing a subroutine. I can design, write and debug my

own flowchart program for a given and present digital content

### a<mark>dio</mark> Station / <mark>using</mark> and a<mark>pplyi</mark>nd

Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish collecting, analysing, evaluating and presenting data and information.

I can use software to create my own sounds by recording, editing and playing. I can combine audio effects I can use a decision symbol based to create an original radio jingle.

> content for a radio podcast. I can use software to create for a radio podcast. I can design and record a persuasive radio advert for a product or service. I can present and evaluate

audio content.

3D Modelling Sketch U

Select use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.

I can draw 3D shapes. I can add detail to 3D drawings.

I can add and manipulate 3D models.

I can create a complex 3D model.

I can create a 3D model of my own design.

online comments and show responsibility and sensitivity when online?		To code - see progression of computing for more in-depth skills to cover	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. Understand how simple networks are set up and used.	Choose the most suitable applications and devices for the purpose of communication.  Use many of the advanced features in order to create high-quality, professional or efficient communications.	Choose the most suitable applications and devices for the purpose of communication.  Use many of the advanced features in order to create high-quality, professional or efficient communications.
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### Using and applying

Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.

I can research and design a new bedroom using appropriate software to create and present the plans.

I can use search engines safely and effectively to research ideas.

I can use and combine appropriate software to draw and design room plans and other features.

I can use and combine software to present information in different ways.

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.

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## Year 5 / 6 – Year B

To infinity and beyond -	Aspect or theme beyond 1066 -	Vanishing Rainforests	Mayans	Ancient Greeks	A local history study -
Science heavy	significant turning point in British	-Link to Kenya			Shaftesbury - Gold Hill/St
	History - WWI / WWII Battle of				Peter's Church/The Abbey
	Britain				

#### On-line sa<mark>fet</mark>y

Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content.

I can find similarities and differences between inperson and cyberbullying. I can identify good strategies to deal with cyberbullying. I can identify secure websites by identifying privacy seals of approval I understand the benefits and pitfalls of online relationship. that I should never share. script. I can identify how the in shaping ideas about girls and boys. I can apply my online safety knowledge to my online activities. I can use my knowledge

a multiple choice guiz.

### Film makina

Select, use and combine a variety of Select, use and software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presentina data and information. Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluatina digital content. Understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration. I can use appropriate software and I can identify information other tools effectively to write a film I can locate and check appropriate media play a powerful role digital content, and provide accurate crediting of sources. I can use digital recording devices to film and import into video editing software. I can plan, conduct and import video interviews as part of a short film. of online safety to create I can use video editing software to create a short film. I can use video editing software to turn a film project

into a finished movie and present.

#### <mark>Sprea</mark>dsheets

combine a variety of software (includina range of digital devices to design and create a range of content that accomplish given goals, programs; work with including collecting, analysing, evaluating and presenting data and information. I can enter data and formulae into a spreadsheet. I can order and present **programs**. data based on calculations. I can add, edit and calculate data. I can use a spreadsheet the timing of events. to solve problems. I can plan and calculate need to be visible. a spending budget. I can desian a spreadsheet for specific purposes.

# <mark>Scratch a</mark>nimated stories

Design, write and debug programs that accomplish specific goals, including internet services) on a controlling or simulating physical systems; solve problems by decomposing them into smaller parts. programs, systems and Use sequence, selection, and repetition in variables and various forms of input and output. Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and

I can create appropriate animations for a story scene.

I can structure and control

I can control when objects I can sequence events to create a story narrative. I can add voice sounds to enhance an animated story. I can add interactive use features to a scene or

# K<mark>odu programmin</mark>g / use Scratch to achieve the other skills from Depth o

Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information. Design, write and debug programs that accomplish specific goals. including controlling or simulating physical systems; solve problems by decomposing them into smaller parts. Use sequence, selection, and repetition in programs; work with variables and various forms of input and output.

Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.

I can investigate and evaluate the features of programming software. I can program Kodu using When and Do instructions

I can use tools and add features to create an original landscape in Kodu. I can analyse and deconstruct code to work out its purpose.

I can program a character to be controlled around a custom track to reach a goal.

I can program a character to follow an automatic path.

#### Using and applying

Select use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information. Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.

I can present research on game types to inform planning.

I can use Scratch or Kodu to create a simple game. I can design appropriate advertising materials to launch or promote a product.

story.

Give examples of risks of	Choose the most suitable applications	Select appropriate	Upload sounds from a file	To code - see progression of	Applying previous skills
online communities and	and devices for the purpose of	applications to devise,	and edit them. Add effects	computing for more in-depth skills to	mentioned.
demonstrate knowledge	communication.	construct and	such as fade in and out and	cover	
of how to minimise risk	Use many of the advanced features in	manipulate data and	control their		
and report problems.	order to create high-quality,	present it in an	implementation.		
Understand the effect of	professional or efficient	effective and	Use IF-THEN-ELSE		
the online comments and	communications.	professional manner.	conditions to control		
show responsibility and			events.		
sensitivity when online.			Use a range of sensing tools		
			(including proximity, user		
			inputs, loudness and mouse		
			position) to control events		
			or actions.		
			Use lists to create a set of		
			variables.		
			Change the position of		
			objects between screen		
			layers (send to back, bring		
			to front)		