

Flourishing in this subject could mean in the future you could be  
a/an:  
studio director, creative technologist, app developer, gaming  
company director, graphic designer, formula 1 engineer, digital  
transformation lead.

### Year 5 Holly

What are input and output devices?  
What is video and how can we create our own?  
How can I connect and program components?  
How can I organise data in a flat-file database?  
How can I use drawing tools to create vector drawings?  
How can I program selections in quizzes?

### Year 3 - Beech

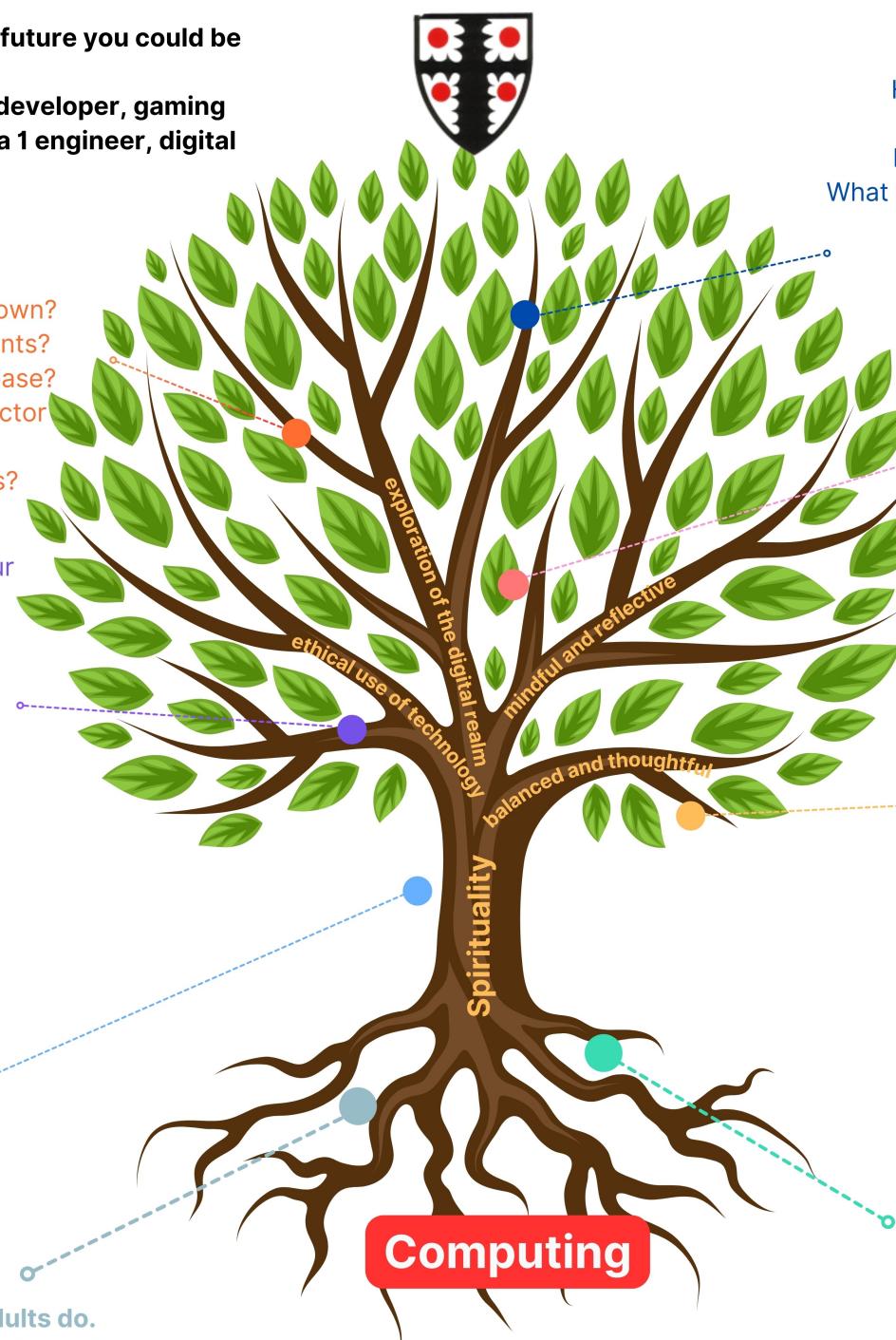
How are computers connected? What does our school network look like?  
Can a picture move? What is stop frame animation?  
How can I sequence when programming?  
What is a branching database and how can I create one?  
How can I add content and edit desktop publishing?  
How can I program a sprite?

### Year 1 - Oak

How can technology help us in our everyday lives?  
How can we paint using computers?  
How can I make a floor robot move?  
How can we label, group and search data?  
How can we use a computer to create and change text?  
What is a sprite? How can I make it move?

### Pre-School - Willow

Common Play Behaviours:  
Role play things that they have seen adults do.  
Respond to being given responsibility and independence with equipment.  
Respond to videos they see.



# With God We Grow