ICT in Key Stage Two
Year 3 and Year 4

Pupils will:	Learn how to code simple programmes. Learn how to connect to each other using electronic devices. Learn and understand the risks and benefits of using electronic devices. Collect simple data and enter the information.
You will see them:	Use specified screen coordinates to control movement. Set the appearance of objects and create sequences of changes. Create and edit sounds. Control when they are heard, their volume, duration and rests. Control the shade of pens. 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 variables to store a value. Use the functions define, set, change, show and hide to control the variables. Use the Reporter operators 0 + 0 0 - 0 0 * 0 0 / 0 to perform calculations. Contribute to blogs that are moderated by teachers. Give examples of the risks posed by online communications. Understand the term 'copyright'. 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. Devise and construct databases using applications designed for this purpose in areas across the curriculum.
Year 3 will learn through:	Programs used in thematic teaching in school.
Year 4 will learn through:	Programs used in thematic teaching in school.

'A brighter tomorrow'