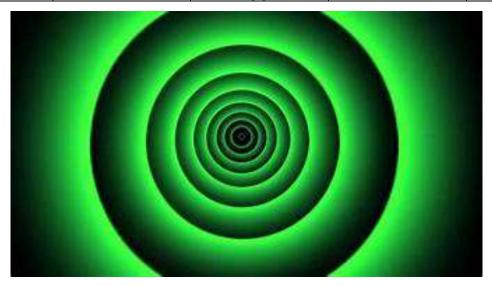# Computing
Animation

National Curriculum Objective
o use sequence, selection, and repetition in programs; work with variables and various forms of input and output
o use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.
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

Key Vocabulary				
sequencing	layout	instructions	animation	sequencing
insert	tabs	duplicate	change	insert
order	function	trigger	input	order

Intents	Student
I can follow a sequence to create an animation.	
I can create an animation showing the growth of flower.	
I can use the duplicate tab to create slides.	
I can use the transitions tab to play an animation.	
I can add a hyperlink to my slides.	

NETWORKING
COMPUTER NETWORKS

National Curriculum Objectives
• 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

Key Vocabulary				
hardware	software	computer	network	networking
system	connect	connections	arrangement	internet
services	World Wide Web	communication	processor	RAM

Intents	Student
I can explain what a computer is.	
I can explain the difference between hardware and software.	
I know and can explain what a network is.	
I understand how 'connections' are made in a network.	
I can name and identify the different parts of computer.	