



Autumn 1 Communication	Autumn 2 3D Modelling	Spring 1 Web Page Creation	Spring 2 Spreadsheets	Summer 1 Variables in Games	Summer 2 Sensing
<u>Vocabulary:</u> World Wide Web communication tool search engines ranking results influence searches internet-based communication web crawlers index	<u>Vocabulary:</u> 3D model 3D space 3D objects manipulate represent graphical resize rotate relation	<u>Vocabulary:</u> web site web page hyper link media HTML features copyright free fair use preview	<u>Vocabulary:</u> cell formula data headings item of data format data set graph	<u>Vocabulary:</u> variable programming algorithm debug	<u>Vocabulary:</u> micro:bit program controllable device emulator condition operand
Recognising how the WWW can be used to communicate and be searched to find information.	Planning, developing, and evaluating 3D computer models of physical objects.	Designing and creating webpages, giving consideration to copyright, aesthetics, and navigation.	Answering questions by using spreadsheets to organise and calculate data.	Exploring variables when designing and coding a game.	Designing and coding a project that captures inputs from a physical device.