Subjects

Computing at Fairfield

Computing Vision Statement

Computing	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
YR						
Y1	e-Safety We are painters	e-Safety We are celebrating	e-Safety We are collectors	e-Safety We are treasure hunters	e-Safety We are TV chefs	e-Safety We are storytellers
Y2	e-Safety We are Game Testers	e-Safety We are Photographers	e-Safety We are Researchers	e-Safety We are Zoologists	e-Safety We are Astronauts	e-Safety We are Detectives
Y3	Online Safety Drawing and Desktop Publishing		Internet Research and Communication Presentation Skills		Programming Word Processing	
Y4	e-Safety Scratch – making a quiz		e-Safety Making Music – Garageband		e-Safety html editing and co-authors Scratch – designing a toy	
Y5	e-Safety We Are Artists We Are Cryptanalysts		e-Safety Bloggers and Presenters		e-Safety Architects Game Developers	
Y6	e-Safety We are planners We are mobile app developers		e-Safety Spreadsheets Kodu		e-Safety Scratch Programming	

Computing Overview

Computing: Year 2 **We are Game Testers**

In this unit you will:

- Find out how the addition game works.
- Find out how the fish game works
- Find out how the tennis game works.
- Find out how the duck shoot game works.
- Look at complex games
- Work out the rules in each other's games

We are games testers

I know that I need to limit the time I spend playing computer

I can see why it can be hard to stop playing computer games.

I know that some games are for older children.

I know to tell someone if I am worried about a computer game.

I can change the code for a computer game in Scratch to make it work better.

I can find and understand the code for a computer game in Scratch.

I can talk about what happens in a computer game.

I can see that a computer game works by following instructions.

I can see how computer games are similar.

I can predict what will happen in a computer

I can test a computer game.

Word Bank

algorithm

predict

rules

Scratch

test

Computing Overview

Computing: Year 2 **We are Photographers**

In this unit you will:

- Look at photos and talk about what makes a good photo
- Learn about a camera.
- Take photos on your chosen theme
- Use a program to organise your photos
- Pick your best photos for the portfolio

We are photographers

I know how to let my teacher know if I am worried about an image.

I can give helpful feedback to my friends.

I know that there are some photos I shouldn't put on the web.

I can talk about how I took, edited and chose my best photos.

I can choose my best photos for our class collection.

I can take photos.

I can edit photos to make them look better.

I can take photos that are in focus.

I can decide if a photo is worth keeping.

instructions.

I can take high quality photos.

I can edit photos.

Word Bank

camera

image

pixel

photo

theme

Computing Overview

Computing: Year 2 **We are Researchers**

In this unit you will:

- Write questions in a mind map.
- Add information to your mind map.
- Use Google to search for information.
- Use other search engines and Simple
- Wikipedia to search for information.
- Create a presentation.
- Give your presentation to the class.

I can present information clearly.

I can organise questions in my mind map.

I know that it is important to say where I found information.

I can find information to add to my mind map.

We are researchers

I can use search engines.

I can use the web to find information.

I can create a presentation that shows my research

I can use my presentation to teach others about a topic.

I can find images and add them to my presentation.

I can add questions to a mind map.

I know how to let someone know if I am worried about something on the web.

I know that there are some images I can copy and some that I can't.

Word Bank

Google

mind map

presentation

research

search

Computing Overview

Computing: Year 2 **We are Zoologists**

In this unit you will:

- Talk about bugs and get ready for your bug hunt!
- Hunt for bugs and record what you find.
- Edit and organise your bug photos.
- Use your bug data to create a chart.
- Add bug information using maps.

I can take photos of bugs that are in focus and of high quality.

I can edit my photos (e.g. cropping).

I can label my photos and rate them.

I can take photos of bugs.

I can move my photos onto the computer or website.

I can use yes or no questions to decide which group a bug fits into.

We are zoologists

I can create a presentation showing my research

I can use a digital map to find a place .

I can show my results in different types of charts.

I can present my research to my friends.

I can change the way my chart looks.

I can add a title and label the axes of my chart

I can create a chart.

Word Bank

chart

classification key

data

database

photograph

tally chart

tick chart

Computing Overview

Computing: Year 2 **We are Astronauts**

In this unit you will:

- Plan instructions and try them out.
- Work out how to get from the Earth to the Moon – and then on to Mars!
- Work with Scratch.
- Use Scratch to program your spaceship.
- Write a program in Scratch. Debug it.

I can plan a route from one place to another.

I can plan a route to more than one place.

I can pretend to be a robot and follow instructions.

I can program a toy.

I can program a sprite to move in Scratch.

I can program a sprite to move in Scratch using blocks

We are astronauts

I can predict where instructions will take a person, toy or sprite.

I can record instructions to move a toy or sprite from one place to another

I can spot and correct mistakes in a program (debug).

I can solve problems.

I can record instructions to move a toy or sprite to more than one place.

I can consider the most efficient solution to a problem.

Word Bank

algorithm
instructions
predict
problem
program
robot
Scratch
sprite

Computing Overview

Computing: Year 2 **We are Detectives**

In this unit you will:

- Read and reply to an email.
- Work with email attachments.
- Write and send an email.
- Organise the fact file records.
- Set out your evidence in a class email.
- Review what you have learned about email safety.

I can read an email.

I can read and understand the headers of an email.

I can write and reply to an email.

I can check my email for mistakes before I send it.

I can see if an email and an attachment are from someone I know and trust.

I can see how an email address has two parts.

We are detectives

I can organise a spreadsheet so it shows me the information I need.

I can take notes from an email in writing or using an audio recorder.

I can see that the domain name in an email address gives important information.

I know what to do if I'm worried about opening an email.

I know how important it is to type an email address.

I can create a spreadsheet.

Word Bank

address
attachment
database
evidence
email
fact file
header
safety

Computing Overview

Computing: Year 3 Online Safety

Subject Specific Vocabulary

cyberbullying	the use of electronic communication to bully a person
communication	the act of giving, receiving, and sharing information
technology	the use of science in solving problems
advertisements	anything that draws good attention towards things
report	to give a written or spoken description of something
concern	a feeling of worry or care about a person or thing
email	a system for sending messages between computers
network	a system of computers and other devices (such as printers) that are connected to each other
respectful	interacting with people in a way that shows that you care about their well-being and how they feel.
responsible	doing the things you are expected to do and accepting the consequences (results) of your actions.
privacy setting	controls available on many social networking and other websites that allow users to limit who can access your profile and what information visitors can see.

Sticky Knowledge about online safety

Cyberbullying can include:

- ❑ Sending/sharing nasty, hurtful or abusive messages or emails
- ❑ Humiliating others by posting/sharing embarrassing videos or images
- ❑ Spreading rumours or lies online
- ❑ Setting up fake online profiles
- ❑ Excluding others online
- ❑ Repeated harassment and threatening messages (cyberstalking)

You can help to stop cyberbullying.

- ❑ Get someone to help you report it
- ❑ Don't forward or share it
- ❑ Don't take part in it
- ❑ Leave the group or conversation
- ❑ Say something kind or positive to the person being cyberbullied
- ❑ If it's safe, take a stand against it and ask the bully to stop
- ❑ Let the bully know that what they're doing is NOT ok.

Exciting Books

More Sticky Knowledge

- ❑ It's NOT your fault
- ❑ There is help available

Computing Overview

Computing: Year 3 Drawing & Desktop Publishing

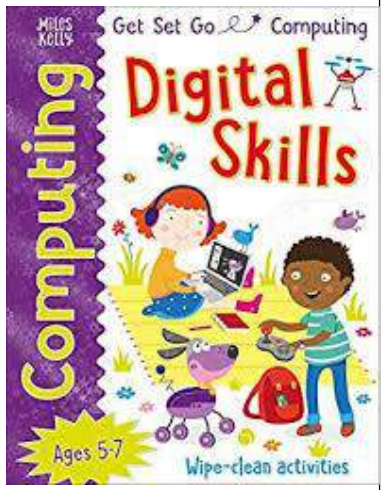
Subject Specific Vocabulary

object	something that may be seen or felt
order	to put into a particular grouping or sequence
group	putting together. Grouping lets you rotate, flip, move, or resize all shapes or objects at the same time as though they were a single shape or object
manipulate	to operate, use, or move with the hands or by mechanical means
layout	the design or arrangement of something
software	Software is created using a programming language and is the non-physical part of a computer
combine	to mix together so as to make or to seem one thing
effective	producing or able to produce a desired effect
annotate	a note added to a text, book, drawing, etc., as a comment or explanation.

Sticky Knowledge about drawing and desktop publishing

- Desktop publishing (also known as DTP) is the creation of documents using page layout software on a personal computer.
- Microsoft Publisher is a desktop publishing programme.
- Wassily Kandinsky (16 December [O.S. 4 December] 1866 – 13 December 1944) was a Russian painter, printmaker and art theorist. He was one of the most important 20th-century artists. He was a major figure in modern art and painted some of the first modern abstract works. His art changed several times during his life.

Exciting Books



Computing Overview

Computing: Year 3 Internet Research & Communication

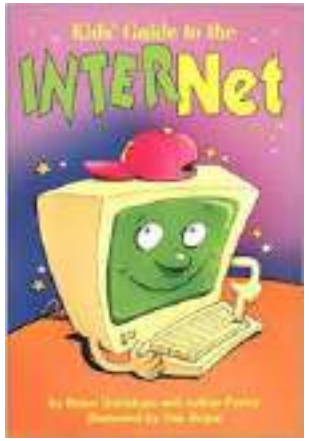
Subject Specific Vocabulary

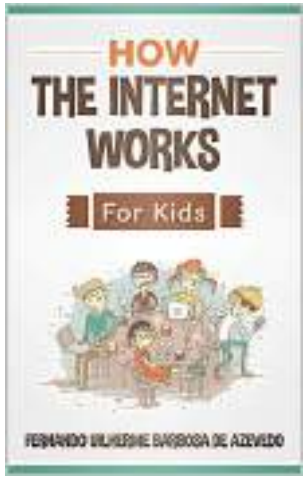
communication	exchanging of information by speaking, writing or other mediums.
search engine	a program that searches for items in a database that link to keywords specified by the user.
bookmark	The internet allows you to save shortcuts to your favourite webpages and navigate to them in seconds from any webpage. These can be found in a bookmarks bar along the top of your webpage.
digital footprint	Everyone leaves a digital footprint behind when they have been using the internet. Whenever you go online your computer is given a special number to identify it. This can be tracked to see what websites you have been visiting.
digital privacy	digital privacy is when you can use the internet and connected devices without compromising your information
word order	arranging your words in the order you think they would appear in the documents you're looking for

Sticky Knowledge about internet research and communication

Different forms of online communication:
a). email
b). blogging
c). video conferencing
d). social networking

Exciting Books





Computing Overview

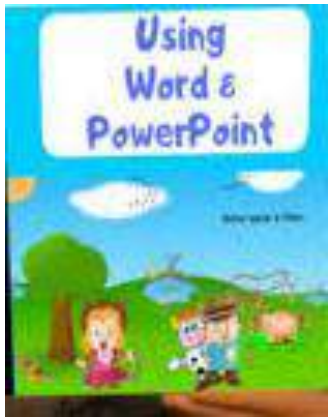
Computing: Year 3 Presentation Skills

Subject Specific Vocabulary

hyperlink	an electronic link that allows a computer user to move directly from a marked place in a hypertext document to another in the same or a different document.
transition	A slide transition is the visual effect that occurs when you move from one slide to the next during a presentation.
branching story	some stories use a branching structure; you start at the beginning, are given several options, and those options lead to new choices, which each lead to new choices
animation	An animation effect is a special visual or sound effect added to a text or an object on a slide or chart
theme	A theme is a predefined set of colors, fonts, and visual effects that you apply to your slides
action settings	action buttons are built-in shapes you add to a presentation and set to link to another slide, play a sound, or perform a similar action.
audio file	a sound file
slide	A slide is a single page of a presentation
embed	an object, software, or hardware that is independent and does not need an external program or device to run it.

Sticky Knowledge about presentation skills

Exciting Books



Computing Overview

Computing: Year 3 **Programming**

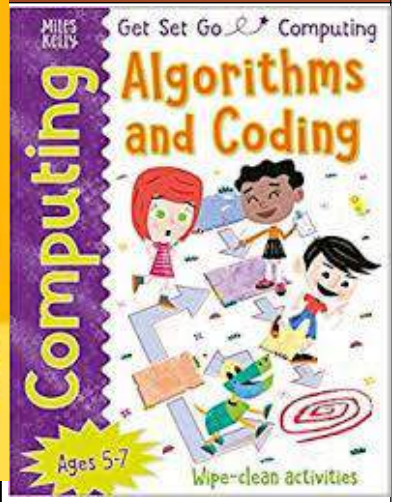
Subject Specific Vocabulary

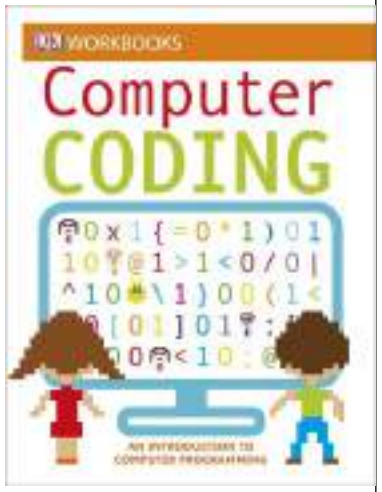
debug	to eliminate errors in or malfunctions in computer program
algorithm	an algorithm is a fancy to-do list for a computer. Algorithms take in zero or more inputs and give back one or more outputs
rotate	to turn about an axis or a centre.
repeat	the act of happening or being done again.
penup	The Pen Up block is a Pen block and a stack block. If a sprite is currently using the pen because of the Pen Down block, the block will cause the sprite to stop drawing a trail
pendown	The Pen Down block is a Pen block and a stack block. The block will make its sprite continuously pen a trail wherever it moves, until the Pen Up block is used
regular polygon	A polygon is regular when all angles are equal and all sides are equal
pattern	repeated design or recurring sequence
Turtle Logo	a simple guide to computer programing

Sticky Knowledge about programming

- Coding means telling a computer what to do by giving it commands to which it responds. Computer programmers use a variety of 'languages' such as Java, C++ and Python to design, write and maintain computer programs.
- Computer programming is thinking like and communicating with a computer, and is most commonly used to make long and repetitive tasks quick and easy.
- Computers are used in art, with robots that can be programmed to paint!

Exciting Books





Computing Overview

Computing: Year 3 **Word Processing**

Subject Specific Vocabulary

word processing	word processing involves the use of computers, software, and printers to get data into printed form
font	a font or fount is all the letters or characters of a single size of a typeface
colour	colour is the aspect of things that is caused by differing qualities of light being reflected or emitted by them.
insert	to put in
hyperlink	an electronic link that allows a computer user to move directly from a marked place in a hypertext document to another in the same or a different document.
format	to organize or arrange in a certain way

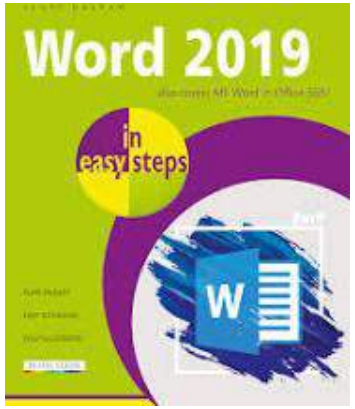
Keyboard Shortcuts

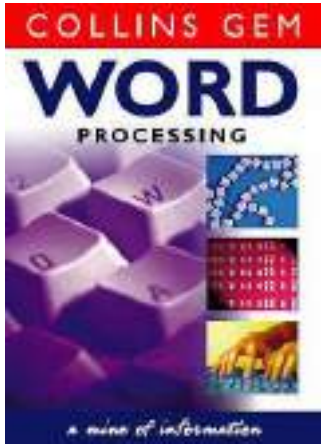
A keyboard shortcut is a combination of keys that allows the user quick access to a particular function.

Sticky Knowledge about internet research and communication

MS Word is a word-processing program used for creating documents such as letters, brochures, learning activities, job applications and students' homework assignments.

Exciting Books





Computing Overview

Computing: Year 4 **Scratch Quizzes**

Subject Specific Vocabulary	
Input	Something you do to the computer, e.g. type something in or move/ click the mouse.
Output	Something the computer does on the screen or a sound it makes.
Sprite	An animated element of the program.
Ask	The computer asks a question and waits for an answer.
If Else	The computer will perform one action if it receives a certain input and another if it doesn't.
Say	The computer will show a speech bubble saying the message.
Switch Costume	The computer will show a different costume for your sprite.
Variable	A number you can use in the program.
Set	You can set a variable to a specific number or a random one.
Play Sound	The computer will play a sound.
Join	This can be used to put more than one action into a single box.
Pick Random	The computer will choose a random number.
Repeat	The computer will repeat a set of actions.

Sticky Knowledge about Scratch- Quizzes

- ❑ You can use "Pick Random," to make the computer ask a different question each time.
- ❑ Using If Else you can get the computer to tell you if you are right or wrong.
- ❑ If you use a variable for your score you can make it go up or down when you get things right or wrong.
- ❑ Using repeat you can put a set number of questions into your quiz.
- ❑ Using different costumes you can make your sprite look happy when you get a question right.

Computing Overview

Computing: Year 4 **Garage Band**

Subject Specific Vocabulary	
My Songs	The place where your musical tracks are stored.
Tracks	The different instruments or sounds you can use to compose your music. Several tracks can be put together.
Autoplay	A choice of rhythms you can use to easily make a tune.
Mixer	The place where you can put different instruments together.
Loop	Play the track over and over again.
Copy/ Paste	Use the same track again in another part of your music.
Audio Recorder	You can record your voice onto a track.

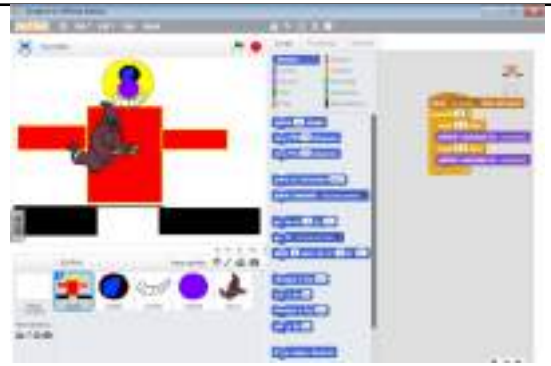
Sticky Knowledge about Scratch- Garage Band

- ❑ Keep things simple and loop them. It will sound much better.
- ❑ The drummer is the best way of achieving a steady beat.
- ❑ Don't start all the instruments at the same time. Introduce them gradually.
- ❑ Adjusting the volume of individual instruments can make things sound much better.

Computing Overview

Computing: Year 4 Designing a Scratch toy

Subject Specific Vocabulary	
Input	Telling the computer to do something with the keyboard or mouse.
Output	The computer shows something on the screen or makes a sound.
When (space) Key pressed	The computer waits for a button to be pressed.
Switch Costume	The sprite shows a different costume.
Play Sound	The sprite plays a sound.
If ( ) Then	When an event happens the sprite will perform an action.
Touching ( )?	The computer senses if the mouse or another sprite touches the sprite.
Move ( ) Steps	Tell the sprite to move a set number of places across the screen.
Turn ( ) degrees	Turn the sprite around.
Forever	Repeat the action forever.



Sticky Knowledge about Scratch- Designing a Toy

The "When (space) Key Pressed," command simulates a button being pressed on the toy.

"Switch costume," will look like part of the toy is moving.

You can make your toy make a sound just like it would in real life.

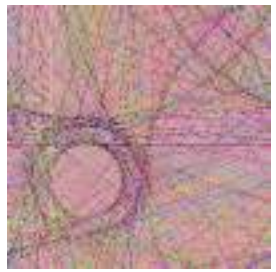
By moving another sprite around the screen you can make your toy react to being hit by an object. You could make your toy sneeze if a flower touches its nose.

Computing Overview

Computing: Year 5 Computer Art

We Are Artists: Using MS LOGO to create geometric art

Using Computers Independently select, use and combine a variety of software to design and create content for a given audience.
E-Safety Understand the need to only select age appropriate content
Coding Design, input and test an increasingly complex set of instructions to a program or device.



Logo basic commands	Short-cut	Meaning
forward x	**fd x**	Move the onscreen turtle forward x steps
back x	**bk x**	Move the turtle back x steps
left x	**lt x**	Turn x degrees
right x	**rt x**	Turn x degrees
penup	**pu**	Pen up
pendown	**pd**	Pen down
home	**home**	Return turtle to start point
clearscreen	**cs**	Clear the screen
hideturtle	**ht**	Hide the onscreen turtle
showturtle	**st**	Show the onscreen turtle
repeat x [ ]	**repeat**	Repeats bracketed commands x times

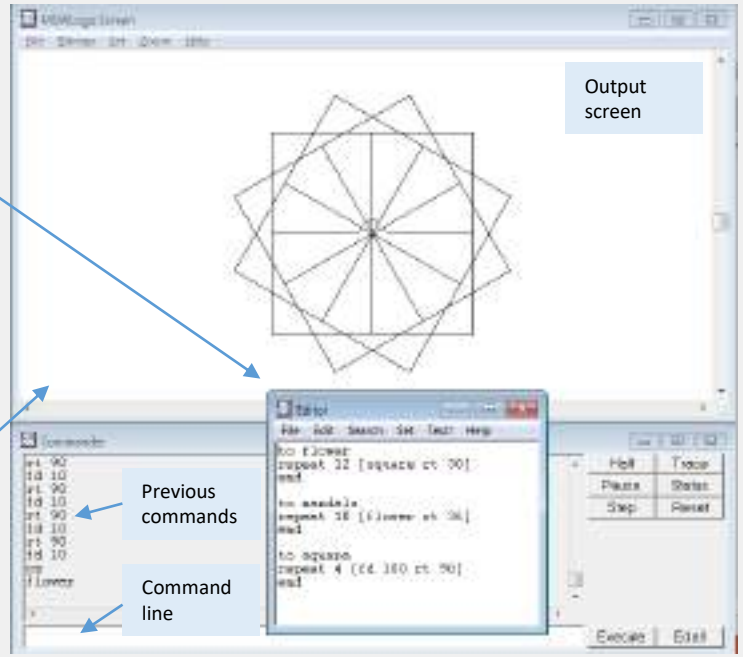
Vocabulary	Definition
algorithm	a set of instructions that will achieve a task
coding	putting commands into a program (to make an algorithm)
debug	checking and changing computer code to ensure that it works
turtle	a small floor robot or onscreen pointer that can be moved with commands
commands	the instructions that tell the computer what to do
command line	the space to enter and execute commands one by one*

Edall

*For advanced programmers, Edall is Logo's built-in editor.

It allows you to preload **algorithms** which can then be executed with a single word.

The output screen shows the result of the **flower** command.



Computing: Year 5 Cryptography

Page 2 →

We Are Cryptanalysts: Using computers to crack codes and ciphers

Using Computers Independently select, use and combine a variety of software to design and create content for a given audience.
E-Safety Understand the need to only select age appropriate content
Coding Design, input and test an increasingly complex set of instructions to a program or device.

Coding system	Explanation
Morse code	Alphabet system for electronic transmission (not really code)
Semaphore	Alphabet system using flags
Secret writing	Writing using some form of invisible ink
Mirror writing	System for reversing letters that can be easily read in a mirror
Caesar cipher	Substitution cipher using letters of alphabet "shifted" by from 1 to 25 places
Monoalphabetic cipher	Alphabetic substitution cipher (alphabet might be randomised)
Pigpen cipher	A geometric simple substitution cipher

Rules for password security	
Weak passwords	Short; easy to guess; single words; well known sequences (12345); shared with others; used in different systems
Strong passwords	Long; hard to guess; unique; kept secret and safe, not shared

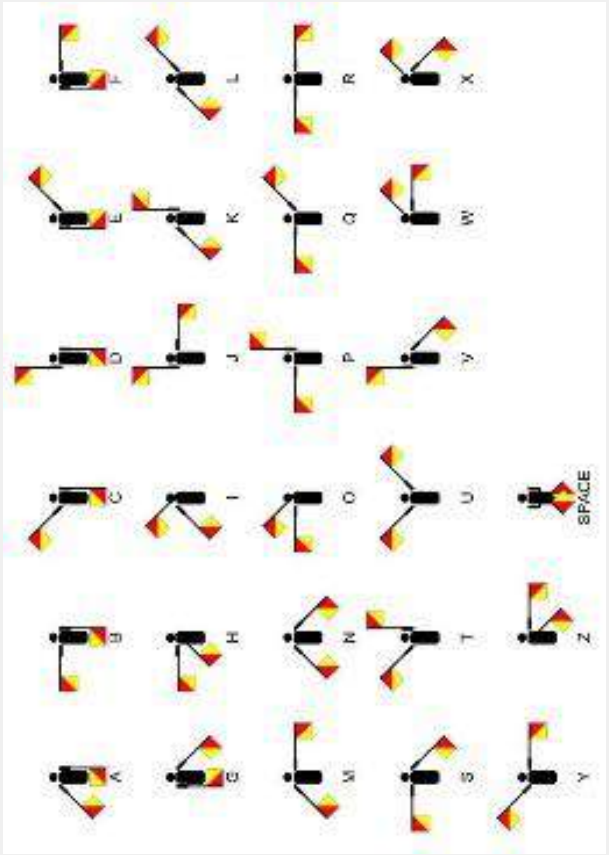
Vocabulary	Definition
algorithm	a set of instructions (for encrypting a message)
code	a system for disguising messages by substituting words
encode	disguising a message by substituting words
decode	reading the disguised message by finding the original words
cipher	a system for disguising messages by substituting letters
encipher	to change a message from plaintext to ciphertext
decipher	to change a message from ciphertext to plaintext
plaintext	the message before encryption
ciphertext	the message after encryption
cryptography	the science of concealing the meaning of a message
cryptanalysis	the science of deducing a message's meaning without the key
encrypt	to encipher or encode
decrypt	to decipher or decode
key	the word or phrase used during encryption
frequency analysis	counting the distribution of letters in order to work out which letters correspond to the plaintext alphabet
steganography	a system for hiding the existence of a message
Internet security	the systems for keeping data and transactions private and safe on the World Wide Web (this often involves encryption using massive prime numbers)

Computing: Year 5 Cryptography

← Page 1

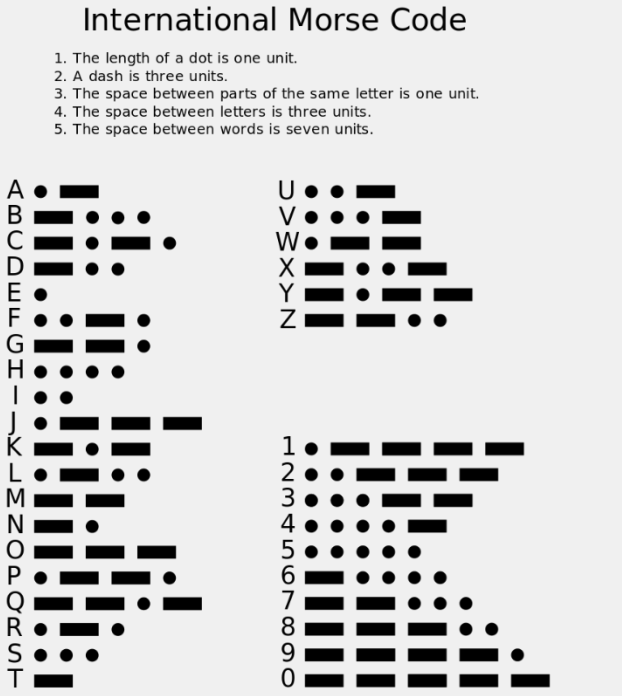
We Are Cryptanalysts: Using computers to crack codes and ciphers

Using Computers Independently select, use and combine a variety of software to design and create content for a given audience.
E-Safety Understand the need to only select age appropriate content
Coding Design, input and test an increasingly complex set of instructions to a program or device.



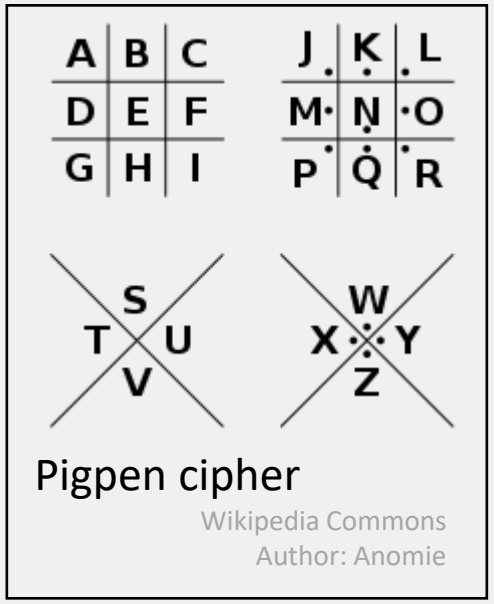
Semaphore flags

Wikipedia Commons
http://commons.wikimedia.org/wiki/File:Semaphore_Alpha.svg
Author: Denelson83



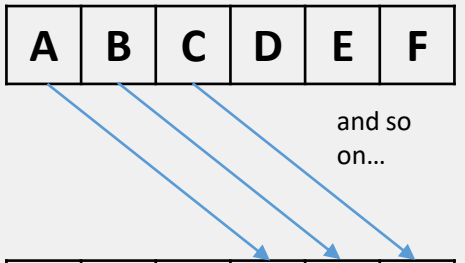
Morse code

Wikipedia Commons
Author: Rhey T. Snodgrass & Victor F. Camp, 1922



Pigpen cipher

Wikipedia Commons
Author: Anomie



Caesar cipher

Invisible ink

Can you read the message?

Pupils should be aware of these types of codes and ciphers; they don't need to learn Morse Code or semaphore letters individually!

Computing Overview

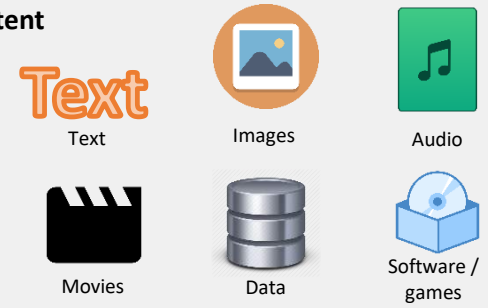
Computing: Year 5 e-Safety

We Are Web Developers: Creating an e-safety resource

Using Computers Independently select, use and combine a variety of software to design and create content for a given audience.
E-Safety Understand the need to only select age appropriate content.
Coding Design, input and test an increasingly complex set of instructions to a program or device.

Digital content

common types of digital content include:



S – SAFE (keep data and yourself safe)
M – MEETING (don't meet strangers)
A – ACCEPTING (don't trust files from unknown people)
R – RELIABLE (cross-check information sources)
T – TELL (tell a trusted adult if worried)

Some Internet safety organisations

Vocabulary	Definition
e-safety	AKA Internet safety or cyber safety or online safety – keeping oneself and others free from dangers when using digital technology
conduct	your own behaviour with regard to e-safety
contact	being able to interact safely with others in the digital world
content	the things that you see and hear when you go on the internet
www	world wide web – the operating system for the internet
internet	a network of computers and other devices linked across the world
safe	keeping away from dangers on the internet or in using technology
responsible	being in charge of making the right choices for yourself
respect	treating others as you would hope to be treated yourself with fairness
acceptable use	use of digital resources that keeps you and others safe
unacceptable use	use of digital resources that could put you or others in danger
cyberbullying	the use of digital technology to bully a person
digital footprint	the information left behind by a person's internet activity
illegal file sharing	the distribution of certain digital data (usually over the Internet) without a licence which is against the law
intellectual property	property that has been created and belongs to the maker(s)
data protection	legal control over the access to and use of data stored on computers
age appropriate	suitable for a specific age or age range

Computing Overview

Computing: Year 6 We Are App Planners

Subject Specific Vocabulary

APP	An application, downloaded by a user, to a mobile device
Geotag	an electronic tag that assigns a geographical location to a photograph or video, a posting on a social media website, etc.
GPS	A Global Positioning System, which is a radio navigation system that allows land, sea, and airborne users to determine their exact location, speed, and time, 24 hours a day, in all weather conditions, anywhere in the world.
Input	Something that is put in, taken in, or operated on by any process or system.
Output	A place where power or information leaves a system.
Research	The process you take to find out about a topic or subject.
Smartphone	A mobile phone that performs many of the functions of a computer, typically having a touchscreen interface, Internet access, and an operating system capable of running downloaded apps.
Pitch	A presentation to an audience to try and persuade them into an idea or item.

E-Safety

Top 5 tips for keeping safe online:

1. **Be careful what you share.**
Once something is online, it's out of your control. If you don't want your parents or teachers to see it, don't post it.

2. **Don't meet people you don't know in person.**
Even if you get on with them online, you never know who they really are.

3. **Use a complex password.**
It should be hard for other people to guess your password and it's a good idea to change it regularly.

4. **Check your privacy settings.**
Check who can see what you post and whether your accounts are public or private.

5. **Talk about it.**
If you see something online that makes you upset or uncomfortable, **talk to an adult you trust.**

Key Knowledge

- Smartphones and tables connect to the internet through the phone network, as well as having Wi-Fi capabilities.
- Smartphones and tablets use web browsers and email clients to access some of the services the internet provides, and therefore, offer opportunities for communication and collaboration (working together).

Computing Overview

Computing: Year 6 **Spreadsheets**

Key Learning

To use a spreadsheet to investigate the probability of the results of throwing many dice.

Using the formula wizard to add a formula to a cell to automatically make a calculation in that cell.

To create graphs showing the data collected.

To type in a formula for a cell to automatically make a calculation in that cell.

Using a spreadsheet to create computational models and answer questions.

Key Resources

purple mash

Key Vocabulary

Average – Symbols used to represent comparing two values

Advance mode – A mode of 2Calculate in which the cells have references and can include formulae.

Copy and Paste – A way to copy information from the screen into the computer's memory and paste it elsewhere without re-typing.

Columns – Vertical reference points for the cells in a spreadsheet.

Cells – An individual section of a spreadsheet grid. It contains data or calculations.

Charts – Use this button to create a variety of graph types for the data in the spreadsheet.

Count (how many) tool – Counts the number of whatever value object is in the cell to its immediate left and puts the answer in the cell to its immediate right.

Dice – When clicked, this will simulate a dice roll by switching to one of the faces of a die.

Equals tool – tests whether the entered calculation in the cells to the left of the tool has the correct answer in the cell to the right of the tool.

Formula – Use the formula wizard or type into the formula bar to create a formula in a cell, this will calculate the value for the cells based upon the value of other cells in the spreadsheet.

Formula Wizard – The wizard guides you in creating a variety of formulae for a cell such as calculations, totals, averages, minimum and maximum for the selected cells.

Move cell tool – This tool makes a cell's contents moveable by drag-and-drop methods.

Random tool – Click to give a random value between 0 and 9 to the cell.

Rows – Vertical reference points for the cells in a spreadsheet.

Spin Tool – Adds or subtracts 1 from the value of the cell to its right.

Spreadsheet – A computer program that represents information in a grid of rows and columns. Any cell in the grid may contain either data or a formula that describes the value to be inserted based on the values in other cells.

Timer – When placed in the spreadsheet, click the timer to adds 1 to the value of the cell to its right every second until it is clicked again.

Key Images

Computing Overview

Computing: Year 6 Scratch Programming

Key terms:

1. Scratch
2. Programming
3. Stage
4. Loop
5. Algorithm
6. Variable
7. Sequence
8. Selection
9. Sprite
10. Behaviour

Scratch:

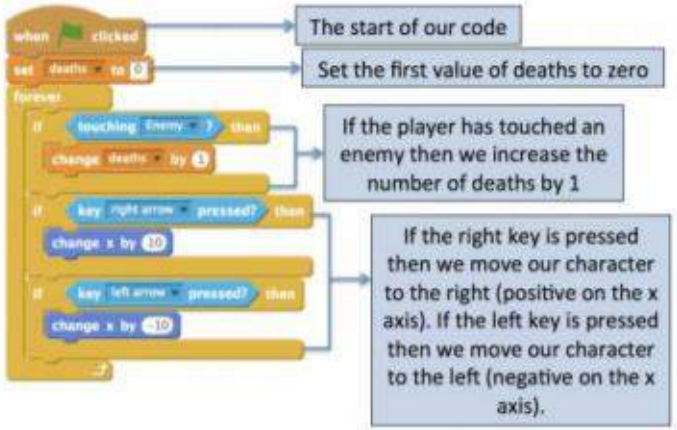
With Scratch, you can program your own interactive stories, games, and animations — and share your creations with others in the online community.

Sprites:

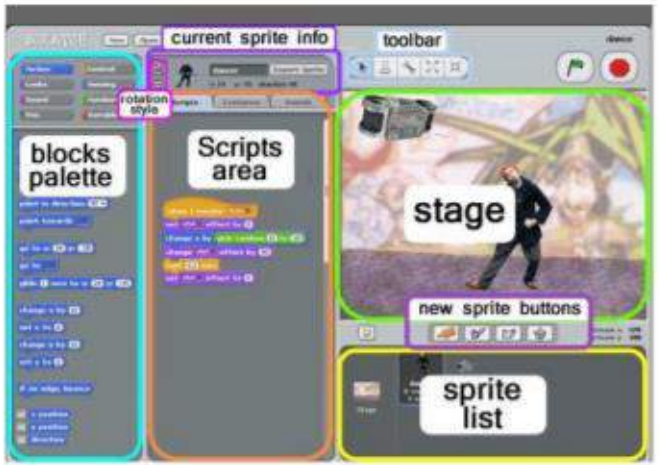
- Animated characters or objects that are separate from the background in a game
- To create a sprite, you can:
  - Use the Sprite Library
  - Create one using the Sprite Editor
  - Import a sprite from a file

Using variables:

- A variable represents a location in memory
- This location is used to hold a value which you assign to it. You can change the value in the program
- You give a variable a name, which you use to refer to it, for example to set an initial value, change, use or output the value
- For example: A variable called "Lives" might hold the value "3"
- Set Lives = 3



Block	Meaning
when clicked	This will start our game running. When the green flag is clicked all connected blocks will be run in order
forever	This creates a loop. Code inside is run over and over until the game is quit
if then	This is an if block. It checks whether something is true and if so, the code inside it is run
set deaths to 0 / change deaths by 1	These blocks allow us to change the value of a variable with the name deaths
touching Enemy?	This block goes inside an if block and allows us to check if the player has touched an enemy
key right arrow pressed?	This block goes inside an if block and allows us to check whether a key has been pressed
change x by 10	This block allows us to move our character right or left (on the x axis)



Add comments to your code to help explain what each part does

Using lists in Scratch:

- In Scratch, a List is a special variable type that can contain multiple other variables
- In other programming languages this is usually known as an Array

Computing Overview

Computing: Year 6 **We Are Project Managers**

Computing Curriculum

Computing Vision Statement

“We are all different, but we make up one school.”

Our school vision celebrates difference. Our **Computing** curriculum is designed to engage children and give them a wide range of engaging contexts within which to apply their computing skills; this helps them to adapt to the different challenges and opportunities that life in the modern world offers. With regard to e-Safety, this means giving the pupils the tools and the confidence to engage with the wider world through technology in a safe and responsible manner.