
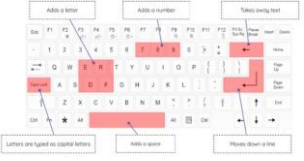







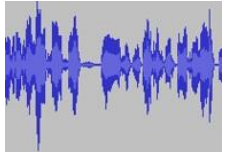
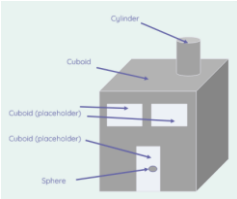
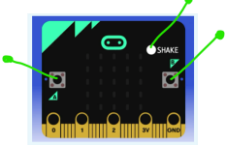
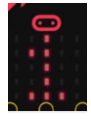


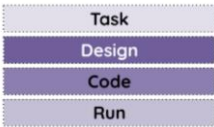



COMPUTING: STICKY KNOWLEDGE MAP Cycle A

	KS1		LKS2		UKS2	
	Enchanted World	Toy Story	Festival of Light	What's wonderful about Stevie	Great Explorers	How to save the human race
<p>Cycle A</p>	<p><u>Creating Media- digital writing and painting</u></p> <ul style="list-style-type: none"> Icons on tool bars / tabs are similar between programs used to create digital painting or writing.  <ul style="list-style-type: none"> The keyboard, / tool bar icons change the way the text or images looks.  <ul style="list-style-type: none"> Formatting text can include changing the way text looks eg bold, underline, font size or style.  <ul style="list-style-type: none"> Text can be selected through double clicking or click and drag. Digital painting can be created using freehand movements or by lines and shapes. A continuous freehand line is needed when drawing shapes that need to be filled in using the fill tool. 	<p><u>Programming B animations & quizzes</u></p> <ul style="list-style-type: none"> Scratch Jr is a simple block based programming language.  <ul style="list-style-type: none"> Blocks can be joined together to create a sequence of instructions. The blocks are read left to right and give the Sprite instructions. Sequences need to be started / run by a command, also known as an 'event' (event block). There are different ways to start programs.  <ul style="list-style-type: none"> Real life sequences are started by events eg end of break time - event started by the blowing of the whistle. Programs are run in sequence (one after another) Follow an algorithm to create a program using code. 	<p><u>Programming A – repetition in shapes</u></p> <ul style="list-style-type: none"> Logo is a text based programming language. <p>Logo uses [square brackets]</p> <ul style="list-style-type: none"> When actions or commands are repeated it is called repetition.  <ul style="list-style-type: none"> Spotting patterns help to identify loops (repetition)  <ul style="list-style-type: none"> Everyday activities can be broken down into chunks of actions. Code snippets are chunks of code.  <ul style="list-style-type: none"> A named set of commands can be reused, to perform a specific task (procedure) <pre>to square square defined repeat 10 [square rt 36]</pre>	<p><u>Programming A – sequencing sounds</u></p> <ul style="list-style-type: none"> A program starts because of an input. A sequence of commands are used to produce an output. (e.g. a sound) Software (such as Scratch) uses block commands that can be combined in a program. Sequences are used in real life e.g. traffic lights and music. <p align="center"><u>Audio Editing</u></p> <p align="center">Input devices</p>  <ul style="list-style-type: none"> Audio is stored as a file that can be edited, altered or layered. Waveform (soundwave) is a visual representation of sound. 	<p><u>Creating Media- 3D Modelling</u></p> <ul style="list-style-type: none"> Designers can use computers to create a 3D representation of a real-world object. Viewing objects from different perspectives / viewing angles shows their position relative to each other even though the objects are not being moved. 3D objects can duplicated, rotated, moved, resized etc using digital tools. Placeholders can be used to create holes in 3D objects. When designing an artefact - visually identify the range of 3D shapes that it is made up of. 	<p><u>Programming B The Micro-bit</u></p> <ul style="list-style-type: none"> The buttons and sensors can be used as an input on the micro-bit.  <ul style="list-style-type: none"> The output can be displayed on the LEDs.  <ul style="list-style-type: none"> <u>Programming</u> Conditions must be phrased with a question with just two options – yes or no. (true or false)  <ul style="list-style-type: none"> Conditions trigger actions. Do until.....  <ul style="list-style-type: none"> We can control the flow of a program by using IF / THEN or IF / THEN / ELSE statements These statements are known as 'conditions'

COMPUTING: STICKY KNOWLEDGE MAP Cycle A

	<ul style="list-style-type: none"> • Different tools can be used or adjusted eg brush thickness, brush shape to make a range of marks. • Privacy and security includes 'what personal information to share.' • Copyright and ownership includes that 'work I create belongs to me' or 'other people will know who the work belongs to when I name it.' 	<ul style="list-style-type: none"> • Task, Design, Code, Run is a process of programming.  <ul style="list-style-type: none"> • An algorithm can be written or represented using symbols or sketches 		<ul style="list-style-type: none"> • A common type of audio file is MP3. • Content eg video, music, images are always owned by someone. Only use it with permission from the owner. 		<ul style="list-style-type: none"> • Variables are used in programs to hold a value e.g. a number or a letter • Variables can be updated following an input e.g. score or timer
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Vr 4

Based on NCCE units, images : nccce.io/tcc and <https://pixabay.com>