




Unit	Key Learning			
Coding	<input type="checkbox"/> To use the program design process, including flowcharts, to develop algorithms for more complex programs using and understanding of abstraction and decomposition to define the important aspects of the program.			
	<input type="checkbox"/> To code, test and debug from these designs.			
	<input type="checkbox"/> To use functions and tabs in 2Code to improve the quality of the code.			
	<input type="checkbox"/> To code user interactivity using input functions.			
Online Safety	<input type="checkbox"/> To identify benefits and risks of mobile devices broadcasting the location of the user/device.			
	<input type="checkbox"/> To identify secure sites by looking for privacy seals of approval.			
	<input type="checkbox"/> To identify the benefits and risks of giving personal information.			
	<input type="checkbox"/> To review the meaning of a digital footprint.			
	<input type="checkbox"/> To have a clear idea of appropriate online behaviour.			
	<input type="checkbox"/> To begin to understand how information online can persist.			
	<input type="checkbox"/> To understand the importance of balancing game and screen time with other parts of their lives.			
Spreadsheets	<input type="checkbox"/> To use a spreadsheet to investigate the probability of the results of throwing many dice.			
	<input type="checkbox"/> Using the formula wizard to add a formula to a cell to automatically make a calculation in that cell.			
	<input type="checkbox"/> To create graphs showing the data collected.			
	<input type="checkbox"/> To type in a formula for a cell to automatically make a calculation in that cell.			
	<input type="checkbox"/> Using a spreadsheet to create computational models and answer questions.			
Blogging	<input type="checkbox"/> To understand how a blog can be used as an informative text.			
	<input type="checkbox"/> To understand the key features of a blog.			
	<input type="checkbox"/> To work collaboratively to plan a blog.			
	<input type="checkbox"/> To create a blog with a specific purpose.			
	<input type="checkbox"/> To understand that the way in which information is presented has an impact upon the audience.			
	<input type="checkbox"/> To understand that blogs need to be updated regularly to maintain the audience's interest and engagement.			
	<input type="checkbox"/> To post comments and blog posts to an existing class blog.			
	<input type="checkbox"/> To understand the approval process that their posts go through and demonstrate an awareness of the issues surrounding inappropriate posts and cyberbullying.			

	<input type="checkbox"/> To comment on and respond to other blogs.			
	<input type="checkbox"/> To assess the effectiveness and impact of a blog.			
Text Adventures	<input type="checkbox"/> To find out what a text adventure is.			
	<input type="checkbox"/> To plan a story adventure.			
	<input type="checkbox"/> To make a story-based adventure.			
	<input type="checkbox"/> To introduce map-based text adventures.			
	<input type="checkbox"/> To code a map-based text adventure.			
Networks	<input type="checkbox"/> To learn about what the Internet consists of.			
	<input type="checkbox"/> To find out what a LAN and a WAN are.			
	<input type="checkbox"/> To find out how the Internet is accessed in school.			
	<input type="checkbox"/> To research and find out about the age of the Internet.			
	<input type="checkbox"/> To think about what the future might hold.			
Quizzing	<input type="checkbox"/> To create a picture-based quiz for young children.			
	<input type="checkbox"/> To learn how to use the question types within 2Quiz.			
	<input type="checkbox"/> To explore the grammar quizzes.			
	<input type="checkbox"/> To make a quiz that requires the player to search a database.			
Binary	<input type="checkbox"/> To know what the terms binary and denary mean and how they relate to the number system, the digital system and the terms base-10 and base-2			
	<input type="checkbox"/> To relate binary to the on and off states of electrical switches.			
	<input type="checkbox"/> To convert numbers from decimal to binary.			
	<input type="checkbox"/> To convert numbers from binary to decimal.			
	<input type="checkbox"/> To represent states of object in their own program using binary.			