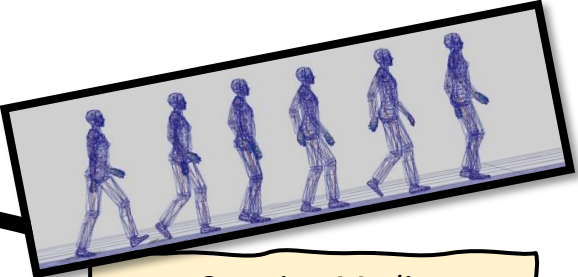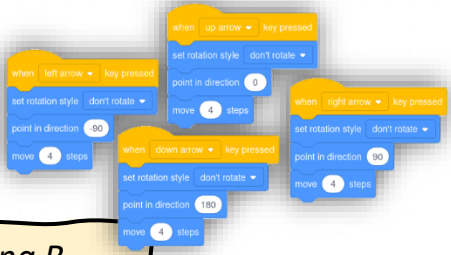**Year 3**

Network

Systems and Networks

Identify input and output devices and explore how digital devices can be connected.

Creating Media

Create an animation, review and evaluate the impact of adding media to it.

Creating Media

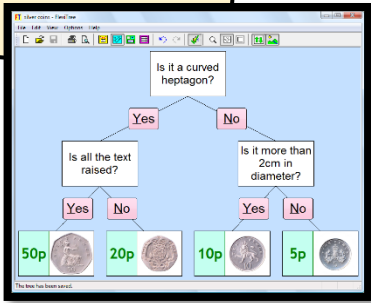**Add content to a desktop publishing program.**

Online

Programming B

Create a program to move a sprite in 4 directions. Design a maze-based game.

Programming A

Create a project from a task description. Identify that sprites are controlled by commands.

Data and Information

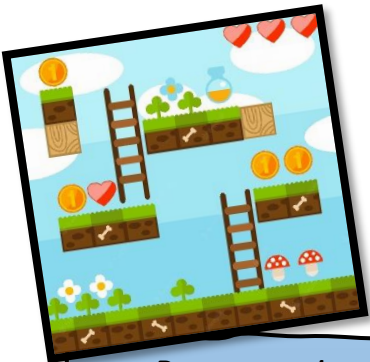**Create a branching database with yes/no answers.**

Programming

Year 4

Systems and Networks

Understand how networks and the world wide web work.

Creating Media

Know that sound can be digitally recorded and edited.

Technology

Creating Media

Change the composition of a digital image. Make good choices when selecting editing tools.

Data

Media

Programming B

Design and create a game using repetition (*infinite and count controlled loops*)

Programming A

Create a program that uses count-controlled loops to produce a given outcome.

Data and Information

Use a digital device to collect data and answer questions from it.

Computers

Systems