





Desktop Publishing

Year 3 Computing





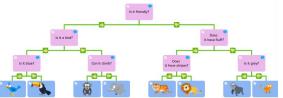






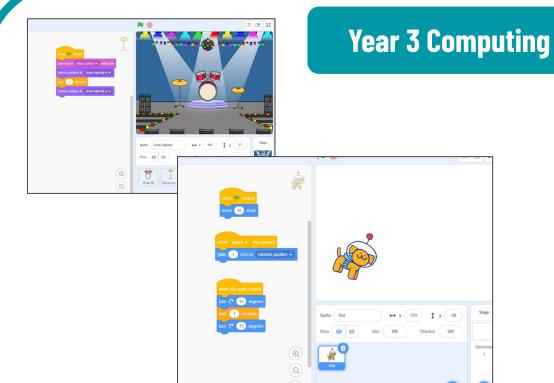








Branching Databases

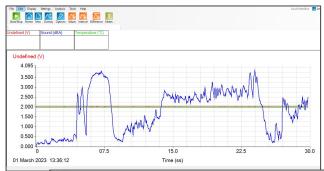


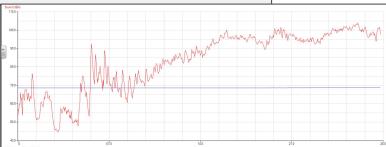


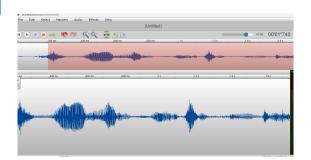
Sequencing Sounds

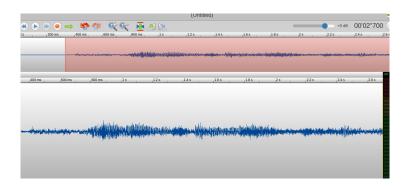
Events and Actions

Year 4 Computing









Data Logging

Audio Production





Year 4 Computing

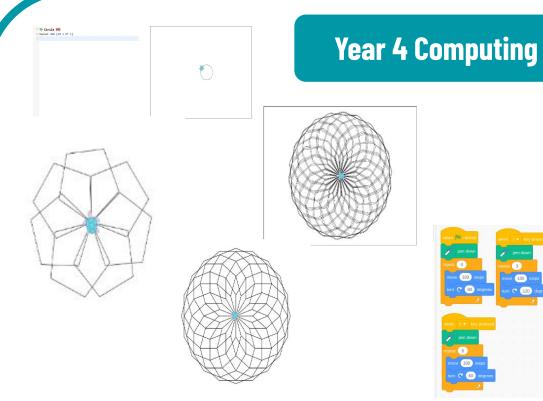




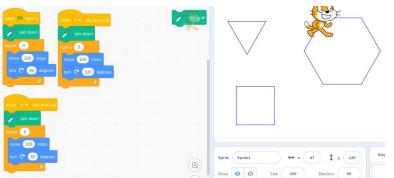




Photo Editing







Repetition in Shapes

Repetition in Games



Year 5 Computing













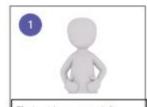
Vector Drawing



Year 5 Computing

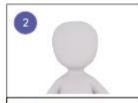






Shot: mid range pan left

Script: [G]My name is gracie and this [s]sarah today we are going to show you how to fidget trade fairly and not get scammed



Shot:close up pan right

small lose

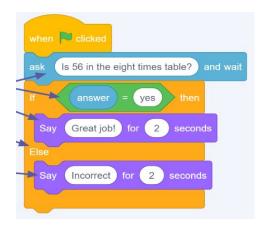
Script: Every trade you do in life has a value just like w\f\l.This means Win,Fair,Lose.Or small winor 3

Shot: long shot

Script: I will be playing against my friends here with our fidgets we will be showing you these different trades.

Flat-File Databases

Video Production





Year 5 Computing



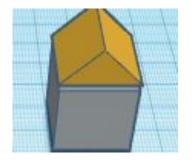


Selection In Quizzes

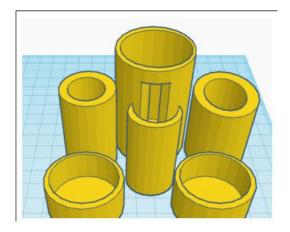




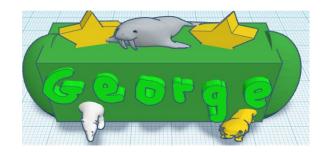
Year 6 Computing











3D Modelling

Year 6 Computing

Lesson 4- I am learning to recognise the need to preview pages.

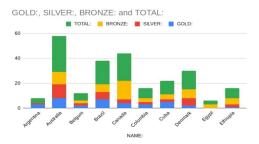




Lesson 5-I am learning to outline the need for a navigation path.



Webpage Creation



Lesson 5- I am learning to create a spreadsheet to plan an event.

item	spending type	cost	quantity	subtotal
bouncy castle	activity	£90.00	1	£90.00
coca cola	drink	£0.59	82	£48.38
dr pepper	drink	£0.59	82	£48.38
pizza	food	£5.00	90	£450.00
dairy free/vegan pizza	food	£5.00	20	£100.00
coffee	drink	£3.00	50	£150.00
tea	drink	£3.00	50	£150.00
crisps and chocolate	food	£5.00 each	90	£450.00

Introduction To Spreadsheets

Lesson 1- I am learning to define a 'variable' as something that is changeable.







Variables In Games

Sensing