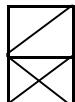


St Joseph & St Bede's Key Stage 2 Information and Communications Technology Recording Sheets.		Unit 3A		Unit 3B		Unit 3C					
		Can alter the size and font of text	Can amend text and save the work.	Can combine graphics and text	Can locate and record sounds	Understand how musical phrases can be organised and represented using icons	Recognise some of the differences between live and computer-controlled sounds	Understand the need to structure information	Use fields correctly to answer questions	Add new records to a file and place information in the correct fields.	Recognise similarities between the computer and paper-based systems and add records to a database
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Each Year group should use its own colour.

Has been taught:

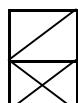


Has been met:

Unit 4D	Unit 4E	Unit 5A	Unit 5B	Unit 5C	Unit 5D
Produce pie charts using ICT and recognise that the larger the segment the larger the proportion	Recognise that the screen turtle reacts with the same movement as that is shown by the line it draws.	Produce two shapes on screen and learn to move the screen instruction and will predict what will happen	Learn that sequences of instructions can be named and edited.	Use a graphics package to manipulate shapes	Use < and > in their searches
		Learn to use the repeat instruction and will predict what will happen	Learn that sequences of instructions can be named and edited.	Create objects using a graphics package	Use 'AND' in their searches
				Use a graphical model to identify patterns and relationships	Use 'OR' in their searches
					Skim read information to check its relevance and modify search
					Identify some implications of incorrect data
					Identify an incorrect point on a line graph.
				Enter data into cells	Enter data and formulate initial predictions, make changes and check results.
					Use 'SUM'
					Create and use a spreadsheet to produce costings which are

Each Year group should use its own colour.

Has been taught:



Has been met:

	Unit 5E	Unit 6A	Unit 6B	Unit 6C
	Recognise that control technology is all around them and that things do not happen without cause and effect			
	Recognise that these devices rely on a set of instructions that can be repeated	Recognise that devices can be controlled by a computer		
		Recognise the need for precision when writing simple instructions.		
		Write a sequence to produce recognisable events		
		Recognise that there are consequences when machines events and devices are controlled.		
		Create a page of sounds which are activated by appropriate links		
		Design pages and links which present the user with clear sequences		
		Understand that spreadsheets can be used to explore mathematical models		
		Create graphs from a table of results.		
		Learn the devices can monitor physical changes		
		Learn how to write a procedure to check two inputs and an output		
		Learn how to use two input devices.		
		Use input and output devices and produce a simple set of instructions linking causes and effects.		