**Computing Year 9**

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| **Computing** |
| |  | | --- | | **Autumn 1 Algorithms** | | **I can create an algorithm for a given task** | | I can give a definition of what an algorithm is | | I can ‘think through’ an algorithm and predict the output. | | I can effectively use Start/Finish; Processes; Decision; and an Input/output in a flow chart. | | **I understand computational thinking and can apply it to everyday tasks** | | I can match the computational thinking methods to the correct definitions. | | I can list the four methods of computational thinking and describe what each of them do. | | I can decompose and abstract the key aspects of a given problem. | | **I have an understanding of what pseudocode is and can give examples** | | I can explain what pseudocode is. | | I can solve a task using pseudocode | | I can give four examples of how computational thinking can be used in everyday life – one example for each method. | |  | | **Autumn 2 Flash** | | **I can use the basic functions in Adobe Flash to create an animation** | | I can use the drawing tools to create a simple shape in Adobe Flash animation software. | | I can apply a motion tween to make an object move. | | I can use the drawing tools to create a simple shape in Adobe Flash animation software. | | **I can identify the main parts of the Adobe Flash interface** | | I can label the five main parts of the Adobe Flash Interface | | I can explain how to use the five main parts of the Adobe Flash Interface | | I can import images into an animation using the library. | | **I can use a range of functions in Adobe Flash to create an animation of my own design** | | I can create original good quality images using the drawing tools. | | I can build in pauses into your animation to make it easier to understand. | | I can bend lines and convert an object to a symbol. | |