**Computing Year 9**

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| **Computing** |
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| **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. |
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| **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. |

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