Computing in Upper Key Stage 2

Sharing Information:
- I can describe the input, process, and output of a digital system.
- I can make use of a web search for specific information, refining it and comparing searches from different search engines.
- I can recognise why and how the order of results from a search engine is important.

Vector Drawing:
- I can create a vector drawing by combining shapes and use tools to achieve a desired effect.
- I can recognise that vector drawings consist of layers and use layering to create my image.

Flat File Databases:
- I can navigate a flat-file database to compare different views of information.
- I can use tools to select specific data and manipulate it.
- I can use a real-world database to answer questions.

Webpage Creation:
- I can review an existing website and consider its structure and common features.
- I can explain and consider the ownership and use of images (copyright).
- I can design and draw a web page layout that suits my purpose.

Selection in Physical Computing:
- I can connect more than one output component to a microcontroller, including count controlled loops.
- I can write an algorithm that describes what my model will do.
- I can use selection to produce an intended outcome.

Variables in Games:
- I can choose how to improve a game by using variables.
- I can design a project that builds on a given example or template.
- I can identify ways that my game could be improved.
- I can use variables to extend my game.