



### Year 1

	Autumn	Spring	Summer
	Focus: Digital Productivity (IT) <i>Typing skills, IT best practice, generic software, internet skills</i>	Focus: Computing (CS) <i>Computational thinking, gaming, programming &amp; coding, models &amp; simulations, technical terms, hardware &amp; software</i>	Focus: Digital Creativity (DL) <i>Animation &amp; video, 2D &amp; 3D design, e-books, photography, movies</i>
Unit 1	<ul style="list-style-type: none"> <li>Digital Art               <ul style="list-style-type: none"> <li>Doodle Buddy – canvas, pen colour. Free play creative piece – upload to Seesaw &amp; comment</li> <li>Seesaw Class Badge</li> <li>Create basic pictures in Pages using shapes (introduction to basic formatting options, resize, move options and rotate)</li> </ul> </li> </ul>	<ul style="list-style-type: none"> <li>Introduction to coding:               <ul style="list-style-type: none"> <li>Key terms (code, commands, stage, sprite, algorithm, sequence)</li> </ul> </li> <li>Role-play coding – create and use command cards (blank template) in groups to get one another to complete challenges e.g. start, move forward, turn left, jump, stop               <ul style="list-style-type: none"> <li>Activity: Dance Algorithm</li> </ul> </li> <li>Daisy the Dino (challenge mode then free play mode)</li> <li>Tynker Jr – Oceans Odyssey game</li> </ul>	<ul style="list-style-type: none"> <li>Typing skills – introduction to the keyboard. Show/hide, shift key, caps lock, return, delete. Use of Word Burst and Animal Typing: Lite</li> </ul>
Unit 2	<ul style="list-style-type: none"> <li>Word processing basics – typing numbers, letters and symbols, move down a line (enter). Selecting text and click options. Basic formatting (font, size, bold, italic, underline, colour, alignment)</li> <li>Activity: write name on different lines and use a range of formatting options. Upload to Seesaw (intro app, QR code, +, upload video/photo, annotation page, upload tick, pending approval, comment, journal). Learn how to take a screenshot</li> </ul>	<ul style="list-style-type: none"> <li>Coding in Scratch Jr: Set background, select and delete sprites, trigger green flag, stop block, movement (forward/back/jump/turn), end loop, use of gridlines. Saving, removing code, full screen open/exit               <ul style="list-style-type: none"> <li>Activity: Rocket on a continual loop through space. Screenshot and upload to Seesaw.</li> </ul> </li> <li>Hour of Code activities – Pre-reader e.g. Beaver Achiever</li> </ul>	<ul style="list-style-type: none"> <li>Introduction to Keynote (Animals). 4 slides on 4 different animals. Title, image, description (background, text, image options, transition effects)</li> <li>Internet explorer. Search engines and simple searches (Google). Result numbers and ranking. Tab options (image, video, news etc).</li> <li>Activity – finding things online – how to use key words, ranking, adverts, tabs. Screenshot web search – upload to Seesaw</li> </ul> <p>Extension – basic image search. Screenshot image search – upload to Seesaw and annotate</p>

## Computing Curriculum Y1 & 2 & KS2

Unit 3	<ul style="list-style-type: none"><li>• Digiduck stories: 1) Digiduck Saves the Day and email, 2) Digiduck's famous friend and activities <a href="https://www.childnet.com/resources/digiduck-stories/">https://www.childnet.com/resources/digiduck-stories/</a></li></ul> <p>Activities: Create an online nickname, Seesaw Party Voting</p> <ul style="list-style-type: none"><li>• iPad basics (open/close apps, navigate desktops, search apps, identify common apps, lock screen)</li><li>• Saving and opening files</li><li>• Christmas picture on pages</li></ul>		<ul style="list-style-type: none"><li>• Basic introduction to iPad camera and videos – selfie, photo, image editing options, techniques – positioning, be still. Deleting camera images. E-safety discussion.</li></ul>
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# Computing Curriculum Y1 & 2 & KS2

## Year 2



	Autumn	Spring	Summer
	<b>Focus: Digital Productivity (IT)</b> <i>Typing skills, IT best practice, generic software, internet skills</i>	<b>Focus: Computing (CS)</b> <i>Computational thinking, gaming, programming &amp; coding, models &amp; simulations, technical terms, hardware &amp; software</i>	<b>Focus: Digital Creativity (DL)</b> <i>Animation &amp; video, 2D &amp; 3D design, e-books, photography, movies</i>
Unit 1	<ul style="list-style-type: none"> <li>iPad basics recap (lock screen, screenshot, double tap home, swipe close apps, swipe down search apps)</li> <li>Recap Seesaw:               <ol style="list-style-type: none"> <li>Class Badge</li> <li>Guess The Alien – type clues for your partner to guess which alien you have chosen from the picture</li> </ol> </li> </ul>	<ul style="list-style-type: none"> <li>Coding:</li> <li>Key terms: code, programming, commands, stage, sprite, algorithm, sequence, grid</li> <li>Coding in Scratch Jr – editing sprites and backgrounds, using gridlines to calculate distance. Resize sprites, flip sprites. Trigger tap sprite. Speech, add scene, end block change scene.</li> <li>Activities (upload Pages evidence to seesaw): 1. resize car and move along a road (include a character and speech). 2. Sun goes down scene change to night scene. 3. A spooky forest (tap sprites to trigger) 4. Program a race using speed blocks</li> <li>Tynker Jr - Game Studio - Deep Sea Salvage</li> </ul>	<ul style="list-style-type: none"> <li>Typing practice in Word Burst and Animal Typing: Lite</li> <li>‘Write a story’ activity – retell your summer/retell your favourite story. Typing practice and speed.</li> </ul>
Unit 2	E-safety: <ul style="list-style-type: none"> <li>Smartie the Penguin ppt 1 with poster to colour Record an e-safety video with E-safety song and upload to Seesaw</li> <li>Smartie the Penguin ppt 2 Do’s and Don’ts slides on Seesaw Drawing app, what you should and shouldn’t do on the internet</li> </ul>	<ul style="list-style-type: none"> <li>Coding activities in Coding Safari alongside Keynote (title page, one screenshot per slide of each animal game with a title and explanation). Key presentation terms: slide, text, image options, layout options background, formatting options (font colour/style)</li> </ul>	<ul style="list-style-type: none"> <li>Create a comic called “Animal Madness” in Book Creator (frames/gutters, speech/thought bubbles, add text, add image, add page, navigate).</li> <li>Max 3 frames per page. Create scenes in Scratch Jr using backgrounds and Sprites. Use object sprites e.g. weather, plants etc</li> </ul>



## Dovedale Primary School

Unit 3

<ul style="list-style-type: none"> <li>• Word processing basics (Pages) – zoom, spelling/grammar checks, font basics, shapes, font size, alignment, add objects (image/shape/text/line)</li> <li>• Christmas Advent Calendar on Pages (images from the internet hidden behind numbered shapes)</li> <li>• Activity: Create a character – draw your character using the drawing tool in pages, use text boxes to annotate with adjectives, format the text (colour/size/font)</li> </ul>		<p>'This year was incredible' activity – camera for selfie, pen tools to create mask, text box options (colour, text) to enter highlights.</p> <p>Further coding:</p> <ul style="list-style-type: none"> <li>• Hour of Code - AI for Oceans</li> <li>• Hour of Code – Flappy Bird Game</li> </ul> <p>Extension extras:</p> <ul style="list-style-type: none"> <li>• Isle of Tune/Garage Band music lessons</li> </ul>
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	Autumn	Spring	Summer
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Unit 1	<p>Seesaw activities:</p> <ol style="list-style-type: none"> <li>1) Create a class logo – text box, emojis. Colour, font, alignment, background, shapes</li> <li>2) Typing activity in notes: 'A Typical Day' (using emojis)</li> </ol>	<ul style="list-style-type: none"> <li>Recap coding terms from KS1:               <ol style="list-style-type: none"> <li>1. what is an algorithm? <a href="https://www.youtube.com/watch?v=Da5TOXCwLSg">https://www.youtube.com/watch?v=Da5TOXCwLSg</a> Students to call out commands for the teacher (move around room and complete a task)</li> <li>2) What is coding? <a href="https://www.youtube.com/watch?v=XMZFUnAgOqs">https://www.youtube.com/watch?v=XMZFUnAgOqs</a></li> </ol> </li> </ul> <p>Key things to remember: Not just digital, need to be specific, must include every step, must follow syntax rules. Computers follow commands – this could result in no output/wrong output due to human error.</p> <ul style="list-style-type: none"> <li>Space Cadets programming in Tynker – upload evidence to Seesaw:               <ol style="list-style-type: none"> <li>1) Simple algorithm – annotate screenshot to show use of commands in a correct sequence</li> <li>2) Loops (screenshots and a Pages PDF explaining the use of as repeat block)</li> <li>3) Debugging – annotate to explain what debugging is (debugging theory <a href="https://www.youtube.com/watch?v=CGPjraqX_ac">https://www.youtube.com/watch?v=CGPjraqX_ac</a>)</li> </ol> </li> </ul>	<ul style="list-style-type: none"> <li>Word processing - formatting (font style, colour, highlight, emphasis bold/italic/underline, text effects glow/reflection/shadow/outline, line weight)</li> <li>7 sentences activity and short story – upload to Seesaw</li> </ul>
Unit 2	<ul style="list-style-type: none"> <li>Typing skills – Dance Mat typing, home row, recap alternative keys</li> <li>Word Burst typing game</li> </ul>		<ul style="list-style-type: none"> <li>Creating simple drawings in Doodle Buddy (1. Import background, 2. Creative piece)</li> <li>Create a stain glass window in Paint (jspaint.app)</li> </ul>

## Computing Curriculum Y1 & 2 & KS2

### Unit 3

		<ul style="list-style-type: none"> <li>Sketch.io – interface overview (background options, transparent canvas, tools, undo)</li> </ul> <p>1) Create 6 shapes: fill/outline colour (solid, linear, radial, pattern), line bevel/mitre/round, line width, noise, opacity, rotate, resize, delete, settings sliders (spread/whirl/sides/cutout). Upload to Seesaw and annotate</p> <p>2) Editing Clipart: fill options (vector/pixel), adjust hue/tint/warmth. Upload to Seesaw and annotate.</p>
<ul style="list-style-type: none"> <li>Presentation basics in Keynote (sport/hobby) –backgrounds, Word Art, formatting text, use of text boxes, custom animation, slide transitions, effective use of images. Export as a movie to Seesaw. Link to internet explorer – tab options, blocked sites, moving between applications, followed hyperlinks</li> </ul>	<ul style="list-style-type: none"> <li>Coding in Scratch Jr – progress to harder concepts:               <p>1) Animation using wait</p> <p>2) Parallel algorithms (basketball move across and bounce)</p> <p><a href="https://www.youtube.com/watch?v=I5YTqvbyH3E">https://www.youtube.com/watch?v=I5YTqvbyH3E</a> (theory)</p> <p><a href="https://www.youtube.com/watch?v=aJetEiEueEQ">https://www.youtube.com/watch?v=aJetEiEueEQ</a> (example)</p> </li> </ul>	<p>Photography using iPads and PicCollage – ‘My School’:</p> <p>1) Photography skills (range, focus, angle, foreground, background, frame)</p> <p>2) Editing skills (crop, filters, delete, adjust, brightness, cool/warm, noir)</p> <p>3) PicCollage – backgrounds, layout, stickers, text (font, colour text and box), animate</p> <p>Extension extras:</p> <ul style="list-style-type: none"> <li>Hour of Code – Minecraft, Star Wars, Make your own Kodable Mazes</li> </ul>



**Year 4**

	<b>Autumn</b>	<b>Spring</b>	<b>Summer</b>
	<b>Focus: Digital Productivity (IT)</b> <i>Typing skills, IT best practice, generic software, internet skills</i>	<b>Focus: Computing (CS)</b> <i>Computational thinking, gaming, programming &amp; coding, models &amp; simulations, technical terms, hardware &amp; software</i>	<b>Focus: Digital Creativity (DL)</b> <i>Animation &amp; video, 2D &amp; 3D design, e-books, photography, movies</i>
<b>Unit 1</b>	<ul style="list-style-type: none"> <li>• Typing Skills – Typing.com practice and tests.</li> <li>• Typing games e.g. typing.com</li> <li>• Recap touch typing theory</li> </ul>	<ul style="list-style-type: none"> <li>• Recap coding terms.</li> <li>• Recap broadcasts, sprite editing and change scene:               <ol style="list-style-type: none"> <li>1) 2 pages – background on scene one, ‘the end’ on scene two (use of text settings)</li> <li>2) Insert 2 sprites - scene 1: sprite X change colour fill, sprite Y add detail using pen options e.g. hat/flower. Flip to face each other, resize, position</li> <li>3) Code: move toward (use of gridlines), simple conversation using envelopes (X, Y, X)</li> <li>4) Sprite X change scene</li> </ol> </li> <li>• Scratch Jr Project -create animation using up to 4 scenes. Must use movement, speech and broadcasts. Try and use loops and parallel coding e.g. basketball motion or resize as move up the stage (to give impression of moving away)</li> <li>• Importance of planning – design sheets for layout, backgrounds, sprite and code</li> <li>• Book Creator – overview of final animation. Title page and scene pages. Background, images, text boxes, font options. Extension – annotate screenshots to explain code. Convert to PDF (single pages) – upload to Seesaw.</li> </ul>	<ul style="list-style-type: none"> <li>• Introduction to Apple Pencil – pairing a device</li> <li>• Using Apple Pencil in Apple Notes – pen to text, pen, highlighter, crayon, open settings, lasso, ruler, eraser (object/pixel). Learn how to use shape recognition to create clouds, hearts, stars and common shapes.</li> <li>• Introduction to Procreate: brush library, blend, opacity, colours options.               <ul style="list-style-type: none"> <li>- Experiment with brush options (ink technical and thylacine, pencil shading, paint flat brush opacity blobs, abstract stormbay, spraypaint splatter and drip)</li> <li>- Texture wood, materials furnaux, industrial stone wall, organic paper daisy &amp; swordgrass,</li> <li>- Half black, half blue. Black luminance and flame. Blue oceans and clouds</li> <li>- Annotate screenshot to show tools</li> </ul> </li> </ul> <p>Activities to practice layers, background adjustments &amp; symmetry, colour select and fill:</p> <ol style="list-style-type: none"> <li>1. Trace a picture</li> <li>2. Trace an inspirational quote</li> <li>3. Create a symmetrical picture.</li> </ol>



		<p>Extension if needed:</p> <ul style="list-style-type: none"> <li>• Sketch.io – exploring pen options: Exploring font options (name). Decorate with shapes and clipart</li> <li>• Paintz.app – Experiment with tools and design a picture</li> </ul>
Unit 2	<ul style="list-style-type: none"> <li>• Information sheet on networks and the internet: PAN/LAN/WAN, URLs &amp; IP addresses, bits/bytes, bandwidth ethernet/fibre-optic/WIFI, network topologies (star/ring/bus/mesh). Ppt for theory/videos. 'Networks and the Internet' exemplar.</li> <li>• Apple Pages word processing skills – shapes (fill/outline/shadow/line width, reflection, opacity, arrange, fonts (and editing), tables (and editing), bullets (personalised), image options, rotate</li> <li>• Internet – image searches (key words, filter options, tools, transparency, copy to new app)</li> </ul>	<ul style="list-style-type: none"> <li>• Scratch 3.0 activities: 1) Basic joke (using wait or broadcast). Explore all new options for backgrounds and sprites, introduce costumes, rotate, coordinates and resize. 2) Animate a name (rotate, colour, size, trigger options)</li> <li>• Quizzes in Scratch – stage and sprite options, code: ask and wait; if/else; say for x secs; operators (=); sprite settings (say, change colour, clear graphics, extension: loops to rotate 360/whirl, glide to multiple coordinates), sensing (answer), variables (scoring: set; change; show; hide)</li> <li>• Code testing and debugging</li> <li>• Screenshot evidence and annotate</li> </ul>
Unit 3	<ul style="list-style-type: none"> <li>• Presentation advanced (PC Basics topic) – progression to tables, custom animation settings, shape art, timings, click/with/after options</li> <li>• Theory covered – hardware, software, operating systems, input/output/process, input devices, output devices</li> </ul>	<ul style="list-style-type: none"> <li>• Flowcharts in PureFlow – create flowcharts for brushing your teeth and making a cup of tea (ppt available). Upload to Purple Mash.</li> </ul> <p>Extension extras for the year:</p> <ul style="list-style-type: none"> <li>• Use the annotation tools in Seesaw to decorate a picture e.g. Christmas Tree</li> <li>• Create a collage using PicCollage features – background, text, stickers, animation, frames</li> </ul>

# Computing Curriculum Y1 & 2 & KS2



**Dovedale  
Primary School**

**ELMS COMPUTING CONSULTANCY**

## Year 5

	Autumn	Summer	Spring
	Focus: Digital Productivity (IT) <i>Typing skills, IT best practice, generic software, internet skills</i>	Focus: Computing (CS) <i>Computational thinking, gaming, programming &amp; coding, models &amp; simulations, technical terms, hardware &amp; software</i>	Focus: Digital Creativity (DL) <i>Animation &amp; video, 2D &amp; 3D design, e-books, photography, movies</i>
Unit 1	<ul style="list-style-type: none"> <li>Typing Skills (Touch typing practice on Typingclub.com)</li> <li>Recap touch typing theory</li> <li>Online typing games to increase speed and accuracy</li> </ul>	<ul style="list-style-type: none"> <li>Refresh coding terms Q&amp;A: command, algorithm, sequence, iteration, debugging.</li> <li>New terms introduced throughout unit: abstraction, decomposition, conditionals, functions, variables</li> <li>Dragon Spells in Tynker – upload evidence to seesaw:               <ol style="list-style-type: none"> <li>Pages PDF demonstrating iteration and explaining 3 options (repeat set number, repeat forever, repeat forever until)</li> <li>PDF theory/evidence of a conditional (e.g. IF icefly) – annotate to show understanding.</li> <li>Screenshot evidence:                   <ol style="list-style-type: none"> <li>abstraction (eliminate dragons) <a href="https://www.youtube.com/watch?v=N1A9qkWs538&amp;t=13s">https://www.youtube.com/watch?v=N1A9qkWs538&amp;t=13s</a></li> <li>function (create own) <a href="https://www.youtube.com/watch?v=3JIZ40yuZL0">https://www.youtube.com/watch?v=3JIZ40yuZL0</a> (Class discussion real life function examples (reusable, multi-steps): brush teeth, cup of tea. Create function diagrams in Word and upload to Seesaw (see exemplar)</li> <li>decomposition (long level) <a href="https://www.youtube.com/watch?v=8HFqzzZxV9k">https://www.youtube.com/watch?v=8HFqzzZxV9k</a></li> </ol> </li> </ol> </li> </ul>	<ul style="list-style-type: none"> <li>Sketch.io - complete 4 challenges using various techniques: name in rainbow calligraphy; snowflake/pattern; animal ('fur'); tree ('sketchy' &amp; stamp shade variations)</li> <li>Procreate activities:               <ul style="list-style-type: none"> <li>Flower (layers, alpha mask, airbrushing, layer mask)</li> <li>Rain drop animation</li> <li>Snail animation</li> <li>Creative animation</li> </ul> </li> </ul>
Unit 2	<ul style="list-style-type: none"> <li>Digital Wellbeing – pair/group/class discussions on the positive/negative of technology on: relationships, health, work, the environment</li> <li>Information sheet on digital wellbeing created in Microsoft Word – use of font</li> </ul>	<p>Further Coding:</p> <ol style="list-style-type: none"> <li>Scratch 3.0 – create a pong game (go to coordinates, wait until, sensor touching colour, play sound, point in direction, turn angle, if on edge bounce, forever loop, stop all, variables)</li> <li>Hour of Code: dance party (annotated evidence in Pages), Minecraft (annotated screenshot)</li> </ol>	<p>Stop Motion Animation</p> <ol style="list-style-type: none"> <li>Animate your name</li> <li>Creative project (pair/group work)</li> </ol> <p>Use of frames, stills, onion skin, timeline, speed (frames/sec), playback</p> <p>Photography skills - angle, range, landscape/portrait, capture, timer, grid</p>

## Computing Curriculum Y1 & 2 & KS2

*Unit 3*

options, crop, rotate, image effects, wrap text, emojis, tables, header/footer		
<ul style="list-style-type: none"> <li>• Use of internet (information/images) – moving content between applications</li> </ul>		
<p>Christmas activities:</p> <ul style="list-style-type: none"> <li>• Create an Emoji quiz in Pages using tables, emoji keyboard, font options and formatting</li> <li>• Create a quiz in kahoot: use of internet to research topic and gather images/YouTube video clips; create a combination of multiple choice and true/false questions, adjust quiz settings. Test on a group.</li> </ul>		

# Computing Curriculum Y1 & 2 & KS2



**Dovedale  
Primary School**

**ELMS COMPUTING CONSULTANCY**

## Year 6

	Autumn	Spring	Summer
	<b>Focus: Digital Productivity (IT)</b> <i>Typing skills, IT best practice, generic software, internet skills</i>	<b>Focus: Computing (CS)</b> <i>Computational thinking, gaming, programming &amp; coding, models &amp; simulations, technical terms, hardware &amp; software</i>	<b>Focus: Digital Creativity (DL)</b> <i>Animation &amp; video, 2D &amp; 3D design, e-books, photography, movies</i>
Unit 1	<ul style="list-style-type: none"> <li>Typing Skills - practice touch typing skills on Typing Club. Play typing games on typing.com</li> <li>Refresh coding terms (poster in Word for following terms: abstraction, decomposition, conditionals, functions, variables)</li> </ul>	<ul style="list-style-type: none"> <li>Swift Playground - decomposition, pattern recognition, functions, debugging (logical reasoning), loops, conditionals. Nested loops demo <a href="https://studio.code.org/s/course3/lessons/13/levels/3">https://studio.code.org/s/course3/lessons/13/levels/3</a></li> <li>Upload/annotate screenshot evidence to Seesaw:               <ol style="list-style-type: none"> <li>Commands–shortest route (efficient coding)</li> <li>Create own function (turn right)</li> <li>Nested function (nested patterns level)</li> <li>Using loops level – annotate benefit (saves time, reduces errors, saves storage/memory)</li> <li>Advanced – ‘branch out’ level: repeats within a function</li> </ol> </li> </ul>	<ul style="list-style-type: none"> <li>Procreate               <ol style="list-style-type: none"> <li>Create a landscape activity <a href="https://www.youtube.com/watch?v=y3klIAxxlu0">https://www.youtube.com/watch?v=y3klIAxxlu0</a></li> <li>4 challenges – ink tattoo, pencil sketching (fruit), cartoon-style tracing, creative piece</li> <li>Light picture animation</li> <li>sketch.metademolab alien animation</li> <li>Bouncing ball animation (include frame hold and image freeform snapping to squash ball)</li> </ol> </li> </ul>
Unit 2	<ul style="list-style-type: none"> <li>Digital Footprints: What is it and why should I care? <a href="https://www.bbc.co.uk/programmes/p06z2lvy">https://www.bbc.co.uk/programmes/p06z2lvy</a> <ol style="list-style-type: none"> <li>Create your own digital footprint (seesaw activity)</li> <li>Social Media age dilemma (seesaw activity) – do you agree with 12 plus?</li> </ol> </li> <li>PowerPoint Project - Social Media Apps and risks               <ol style="list-style-type: none"> <li>Theory – cyberbullying, age restrictions, privacy settings, subscriptions, scroll addiction, desensitisation, popups, targeted marketing, notifications, block, like, share, chat, post, catfishing</li> </ol> </li> </ul>	<ul style="list-style-type: none"> <li>SpriteBox Coding               <ol style="list-style-type: none"> <li>Create an avatar</li> <li>Complete SpriteBox:Code Hour</li> <li>Progress to SpriteBox Coding</li> <li>Create a user guide in Book Creator</li> <li>Export as a movie to Seesaw</li> </ol> </li> </ul>	<ul style="list-style-type: none"> <li>Group Project               <ol style="list-style-type: none"> <li>Create a movie trailer in iMovie (theme, storyboard, structure, edit shot, title style, logo style, captions)</li> <li>Videography skills – closeup/medium/wide, landscape, action, group</li> </ol> </li> <li>BBCMicro:Bit Coding (models &amp; simulations)               <ol style="list-style-type: none"> <li>Create an LED message</li> <li>Operate a traffic light</li> </ol> </li> </ul>

## Computing Curriculum Y1 & 2 & KS2

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| <ul style="list-style-type: none"><li>• 2) Presentation techniques – formatting options for text/images/shapes, slide layout, text/image/button navigation hyperlinks, animation/transition effects</li></ul> |  |  |
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