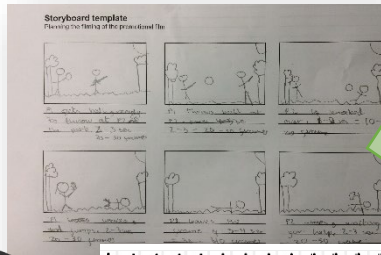


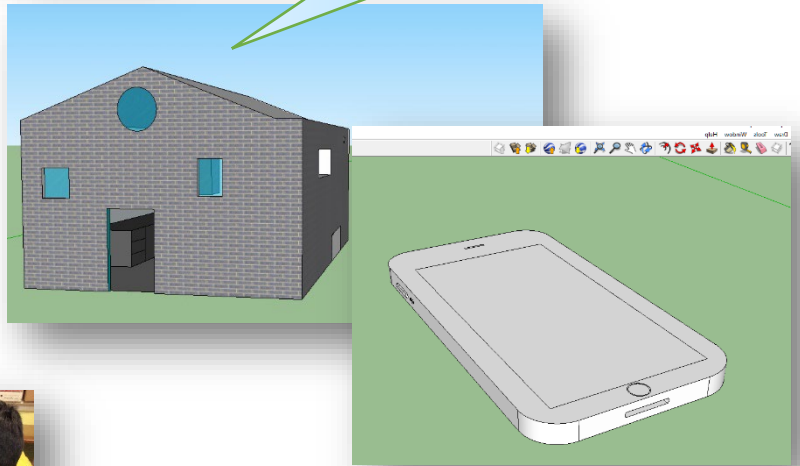
What's Going on at Glade? – ICT

Our Year 5 students have been exploring Cryptography and the significance of encryption in today's digital landscape. They've been using a Caesar Cipher wheel to practice encrypting and decrypting words.

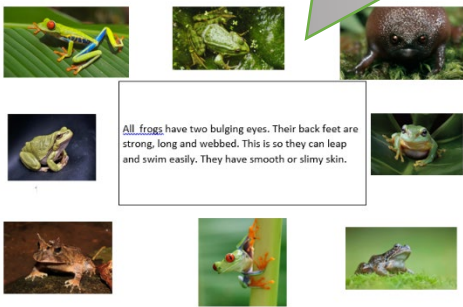


Starting with storyboards, Year 6 students will plan out positions and frames for their digital animations. This detailed plan will guide them as they bring their ideas to life through digital animation. Additionally, students will explore stop-motion techniques to create short movies, followed by editing and refining their scenes for a polished final product.

Year 4 students have been exploring 3D design using Computer-Aided Design (CAD) software. They have been investigating the impact of design on sales and customer interest by crafting their own



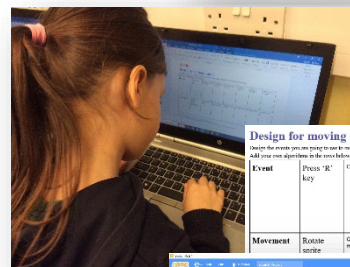
Learning word processing and publishing skills is invaluable. In Year 2, students have been mastering the use of a word processor to create engaging documents that include images, paragraphs, and punctuation.



All frogs have two bulging eyes. Their back feet are strong, long and webbed. This is so they can leap and swim easily. They have smooth or slimy skin.



Instead of solely using technology, Year 3 students have been actively engaged in creating their own technology through the use of algorithms. They are building sequences of commands to perform specific tasks. For instance, they drew a piano keyboard and programmed it so that pressing certain keys on the computer keyboard plays the corresponding note and illuminates the key on the screen.



Design for moving a sprite

Identify the events you are going to use to move your sprite. See example algorithms in the first column. Add your own algorithms in the rest below.

Event	Press 'X' key	Click green flag	Click a key	Click B key	Click space	Click D key	Click space key
Movement	Rotate sprite	Click to a random position	Move 20 steps	Go to random position	Rotate sprite random degrees	Change costume	Change colour

