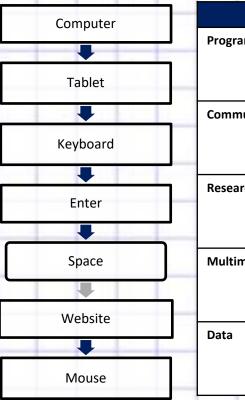
Computing



Programming	Understanding how to give commands and make a set of instructions.
Communication	Sorting items into groups and simple graphs and tables
Research	Using websites, buttons, menus and hyperlinks
Multimedia	Using cameras and visual equipment. Using paint to colour and undo colouring
Data	Using the keyboard to type keywords, use punctuation and press enter











"Man is still the most extraordinary computer of all." — John & Kennedy