

4E Adventures & Simulations	4F E-mail																			
<p>Can create and respond to e-mails using an address book.</p> <p>Can transfer the photos onto a computer and send them as attachments.</p> <p>Can use a digital camera to take photos.</p> <p>Can send e-mails and use the Inbox, Sent, Outbox and Delete folders.</p> <p>Understand that different file types can be sent as attachments when e-mailing.</p> <p>Understand that messages can be sent over distances.</p> <p>Can use a word processor and a graphics package to develop own simulation ideas.</p> <p>Can apply changes and edit a captured image.</p> <p>Can capture an image from an adventure program and insert it into a word processor or paint package.</p> <p>Can identify characters and scenarios to use in the development of ideas.</p> <p>Understand computer simulations allow users to try things that would be difficult or impossible to do in real life.</p> <p>Understand that computer simulations can represent real or imaginary situations.</p>																				

NB: Throughout all appropriate modules pupils should be using Copy and/or Repeat techniques.