



Year 4 expected		
Information Technology	Computer Science	Digital Literacy
<p><u>Handling Data</u> To organise and present data in different graphical forms. To collect data and identify where it could be inaccurate. To plan, create and search a database to answer questions. To choose the best way to present data to their friends.</p> <p><u>Multimedia and Word Processing</u> To be confident to explore new media to extend what I can achieve. To change the appearance of text to increase its effectiveness. To suggest ways to improve the layout of a document. To create, modify and present documents for a particular purpose. To use a keyboard confidently and make use of a spellchecker to write and review their work.</p> <p><u>Graphics and Sound</u> To use photos, video and sound to create an atmosphere when presenting to different audiences. To edit and refine images in a stop-motion animation short film clip. To design and create an original character using appropriate software. To use appropriate software to tell a story involving their designed cartoon character. To use other software to create an additional description or other materials linked to my character. To combine software to present information about their character.</p>	<p>To use logical thinking to solve an open-ended problem by breaking it up into smaller parts. To use an efficient procedure to simplify a program. To know that they need to keep testing their program while they are putting it together. To use a variety of tools to create a program. To recognise an error in a program and debug it. To recognise that an algorithm will help them to sequence more complex programs. To recognise that using algorithms will also help solve problems in other learning such as Maths, Science and Design and Technology.</p>	<p><u>E-safety</u> To choose a secure password when they are using a website. To talk about the ways they can protect themselves and their friends from harm online. To identify comments or messages that may be harmful to others. To use the safety features of websites as well as reporting concerns to an adult. To know that anything they post online can be seen by others. To edit their own messages and comments to make sure they are kind. To comment positively and respectfully online. To choose websites and games that are appropriate for their age. To help their friends make good choices about the time they spend online. To talk about why they need to ask a trusted adult before downloading files and games from the Internet.</p> <p><u>Technology in our Lives</u> To tell you whether a resource they are using is on the Internet, the school network or their own device. To identify key words to use when searching safely on the World Wide Web. To think about the reliability of information they read on the World Wide Web. To tell you how to check who owns photos, text and clipart. To create a hyperlink to a resource on the World Wide Web. To begin to explain how they can be a good online citizen.</p>



Year 4 challenging		
Information Technology	Computer Science	Digital Literacy
<p><u>Handling Data</u> To be able to discuss and evaluate which graphical form or layout is best To ask and answer questions relating to graphs and discuss the purpose of graphs. To filter and sort records in a database to answer questions.</p> <p><u>Multimedia and Word Processing</u> To apply their knowledge of tools and techniques to improve the layout of a document. To format a hyperlink and find an appropriate place to insert it. To give constructive feedback to their peers to help them improve and refine their own work.</p> <p><u>Graphics and Sound</u> To use software to create an animated story involving the character they have designed. To use a webcam or digital camera to create their own images for a stop-motion animation short film clip.</p>	<p>To design a program. To successfully decompose a problem into its smaller parts. To analyse the software to check it is fit for purpose. To build on their existing knowledge to experiment and innovate when programming.</p>	<p><u>E-safety</u> To understand why other people may be hurt by messages or comments. To consider the differences and similarities between online and real-life communication. To advise others on the key ways to stay safe online. To become a digital leader for the school.</p> <p><u>Technology in our Lives</u> To use strategies which improve results when searching online. To understand why some websites ask for registration information. To explain how being a good digital citizen is linked to being a good citizen in real life.</p>



Fellgate Primary School
Together Everyone Achieves More

Subject Overview with challenge