

Year 4 Computing Curriculum



Autumn	Computing systems and networks: Collaborative learning	Code.org
Year 4	- Software can be used collaboratively online to work as a team. - What type of comments and suggestions on a collaborative document can be helpful. - You can use images, text, transitions and animation in presentation slides.	- Explain constraints of translating problems from human language to machine language - Reframe a sequence of steps as an encoded program. - Try out various roles to collaborate with peers on an algorithm. - Break down a long sequence of instructions into the largest repeatable sequence. - Modify an existing program to solve errors. - Order movement commands as sequential steps in a program. - Describe and implement a plan to debug a program. - Identify a bug and the problems it causes in a program. - Read and comprehend given code. - Decompose problems by breaking them down into smaller steps - Use loops to repeat parts of code. - Write a sequence of steps in a program in the correct order. - Choose sounds to set the mood of the music. - Create events to control actions.
Spring	Creating Media: Website Design	Skills Showcase: HTML
Year 4	- To know that a website is a collection of pages that are all connected. - To know that websites usually have a homepage and subpages as well as clickable links to new pages, called hyperlinks. - To know that websites should be informative and interactive.	- To know and identify examples of HTML tags. - What changing the HTML does to alter the appearance of an object on the web. - Copyright means that those images are protected and to understand that people should use a 'Creative Commons' image search if they wish to use images from the internet. - What fake news is and ways to spot websites that carry this type of misinformation. - What the inspect tool is and ways of using it to explore and alter text and images.
Summer	Programming: Computational thinking	Investigating weather
Year 4	- Combining computational thinking skills can help solve a problem. - Pattern recognition means identifying patterns to help them work out how the code works. - Algorithms can be used for several purposes, e.g. animation, game design, etc.	- To know that computers can use different forms of input to sense the world around them so that they can record and respond to data ('sensor data'). - To know that a weather machine is an automated machine that respond to sensor data. - To understand that weather forecasters use specific language, expression and pre-prepared scripts to help create weather forecast films.