# Autumn

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| Year 4<br><br>Computing Systems and Networks- The Internet | 1st Half | Learning: To describe how networks physically connect to other networks | Learning: To recognise how networked devices make up the internet | Learning: To outline how websites can be shared via the World Wide Web (WWW) | Learning: To describe how content can be added and accessed on the World Wide Web (WWW) | Learning: To recognise how the content of the WWW is created by people | Learning: To evaluate the consequences of unreliable content | Summative Assessment | To recognise the internet as a network of networks including the WWW, and why we should evaluate online content | Internet<br>Router<br>World Wide Web<br>Web browser |
| Year 4<br><br>Creating Media- Audio Production | 2nd Half | Learning: To identify that sound can be recorded | Learning: To explain that audio recordings can be edited | Learning: To recognise that different parts of creating a podcast project | Learning: To apply audio editing skills independently | Learning: To combine audio to enhance my podcast project | Learning: To evaluate the effective use of audio | Summative Assessment | To capture and edit audio to produce a podcast, ensuring that copyright is considered. | Audio<br>Layered sound<br>Export |

# Spring

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| Year 4<br><br>Programming A- Repetition in Shapes | 1st Half | Learning: To identify that accuracy in programming is important | Learning: To create a program in a text-based language | Learning: To explain what 'repeat' means | Learning: To modify a count-controlled loop to produce a given outcome | Learning: To decompose a task into small steps | Learning: To create a program that uses count-controlled loops to produce a given outcome | Summative Assessment | To use a text-based programming language to explore count-controlled loops when drawing shapes. | Code snippet<br>Algorithm<br>Repetition<br>Decompose |
| Year 4<br><br>Data and Information- Data Logging | 2nd Half | Learning: To explain that data gathered over time can be used to | Learning: To use a digital device to collect data automatically | Learning: To explain that a data logger | Learning: To recognise how a computer can help us | Learning: To identify the data needed to answer questions | Learning: To use data from sensors to answer questions | Summative Assessment | To recognise how and why data is collected over time, before using data | Data<br>Data logger<br>Sensor<br>Analyse |

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| | | answer questions | | collects 'data points' from sensors over time | analyse data | | | | loggers to carry out an investigation. | |

# Summer

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| Year 4<br><br>Creating Media- Photo Editing | 1st Half | Learning: To explain that the composition of digital images can be changed | Learning: To explain that colours can be changed in digital images | Learning: To explain how cloning can be used in photo editing | Learning: To explain that images can be combined | Learning: To combine images for a purpose | Learning: To evaluate how changes can improve an image | Summative Assessment | To manipulate digital images, and reflect on the impact of changes and whether the required purpose is fulfilled. | Edit Cropping (crop tool) Composition Clone (tool/stamp) |
| Year 4<br><br>Programming B- Repetition in Games | 2nd Half | Learning: To develop the use of count-controlled loops in a different programming environment | Learning: To explain that in programming there are infinite loops and count-controlled loops | Learning: To develop a design that includes two or more loops which run at the same time | Learning: To modify an infinite loop in a given program | Learning: To design a project that includes repetition | Learning: To create a project that includes repetition | Summative Assessment | To use a block based programming language to explore count-controlled and infinite loops when creating a game. | Infinite loop Count-controlled loop Costumes Modify |