

Year 4 Computing

Throughout key stage 2 children are taught to:

- design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts
- use sequence, selection, and repetition in programs; work with variables and various forms of input and output
- use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs
- understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration
- use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content
- select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information
- use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.

Digital Literacy Programme:

Children:

- explore what it means to be responsible to and respectful of their offline and online communities as a way to learn how to be good digital citizens.
- think critically about the information they share online including how you can protect yourself from online identity theft.
- consider that they may get online messages from other kids that can make them feel angry, hurt, sad, or fearful. They identify actions that will make them upstanders in the face of cyberbullying.
- learn strategies to increase the accuracy of their keyword searches and make inferences about the effectiveness of the strategies.
- learn that copying the work of others and presenting it as one's own is called plagiarism. learn about when and how it's OK to use the work of others.

Year 4 Topic Work:

Harry Potter

- Change variables in a pre-written spreadsheet
- Use simple formulae in spreadsheets
- Create charts and graphs
- Calculate costings for a project
- Understand how to adapt a spreadsheet

Fantastic Mr Fox

- Explore an example fox digging game written in Scratch
- Design their own fox game deciding on structure, collectables/pickups and scenario
- Construct their own games, creating backgrounds and character and animating their character
- Evaluate and debug their own games

The Day the Crayons Quit

- Create a Powerpoint presentation of a crayon visiting landmarks in different countries, recapping on slide design and transitions and using timed slides.

Dragons: Fact or Fiction?

- Using Microsoft Word to create, edit and improved well presented documents.