

Year 4 Computing Curriculum Map

<u>Computing Strand</u>	<u>Objective</u>	<u>Unit objective is to be assessed within</u>
Computer Science	Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts	Spring 1 – Coding Spring 2 - Logo
	Use sequence, selection and repetition in programs; work with variables and various forms of input and output.	Spring 1 – Coding Spring 2 - Logo
	Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs	Spring 1 – Coding Spring 2 - Logo
	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.	Autumn 1 – Online Safety Summer 1 – Effective Searching Also assess during Cross Curricular lessons i.e blogging
Information Technology	Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content	Summer 1 – Effective Searching
	Select, use and combine a variety of software on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluation and presenting data and information	Autumn 2 – Animation Summer 2 – Spreadsheets
Digital Literacy	Use technology safely, respectfully and responsibly; recognise acceptable / unacceptable behaviour; identify a range of ways to report concerns	Autumn 1 – Online Safety