



Computing Skill Progression

Year 4

Creating Media – Photo Editing

- Identify changes that we can make to an image.
- Explain the effect that editing can have on an image.
- Explain what has changed in an edited image.
- Change the composition of an image by selecting parts of it.
- Choose effects to make my image fit a scenario.
- Give examples of positive and negative effects that retouching can have on an image.
- Sort images into 'fake' or 'real' and explain my choices.
- Combine parts of images to create new images.
- Consider the effect of adding other elements to my work.

Data and information – Data Logging

- Suggest questions that can be answered using a given data set.
- Identify data that can be gathered over time.
- Explain that sensors are input devices.
- Use data from a sensor to answer a given question.
- Identify a suitable place to collect data.
- Import a data set.
- Use a computer to view data in different ways.
- Propose a question that can be answered using logged data.
- Plan how to collect data using a data logger.
- Interpret data that has been collected using a data logger.
- Draw conclusions from the data that I have collected.

Programming – Repetition in Games

- Predict the outcome of a snippet of code.
- Choose when to use a count-controlled and an infinite loop.
- Choose which action will be repeated for each object.
- Evaluate the effectiveness of the repeated sequences used in my program.
- Identify which parts of a loop can be changed.
- Re-use existing code snippets on new sprites.
- Evaluate the use of repetition in a project.
- Select key parts of a given project to use in my own design.
- Refine the algorithm in my design.
- Build a program that follows my design.