



Computing Skill Progression

Year 4
Computer Systems and Networks – The Internet
Describe the internet as a network of networks. Demonstrate how information is shared across the internet. Explain how the internet allows us to view the world wide web. Describe the different networked devices and how they connect. Recognise that the world wide web is the part of the internet that contains websites and web pages. Recognise that i can add content to the www. Suggest who owns the content on websites. Explain that there are rules to protect content. Explain why some information i find online may not be honest, accurate, or legal.
Creating Media – Audio Editing
Identify digital devices that can record sound and play it back Identify the inputs and outputs required to play audio or record sound. Use a device to record audio and play back sound. Discuss why it is useful to be able to save digital recordings. Save a digital recording as a file. Open a digital recording from a file. Edit sections of an audio recording. Use editing tools to arrange sections of audio. Explain that digital recordings need to be exported to share them.
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 A – Repetition in Shapes
Program a computer by typing commands. Use a template to create a design for my program. Write an algorithm to produce a given outcome. Use a count-controlled loop to produce a given outcome. Predict the outcome of a program containing a count-controlled loop. Use a procedure in a program. Design a program that includes count-controlled loops. Develop my program by debugging it.
Programming B – Repetition in Games
Predict the outcome of a snippet of code.



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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.