

Year 4 computing curriculum

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
E-safety unit to be taught for first computing lesson each half term	Online bullying	Privacy and security	Self image and identity	Online reputation	Health and wellbeing	Copyright and ownership
Computing unit	Computers and network - collaborative learning	Creating digital audio	Programming A : repetition in shapes	Programming B : repetition in games	Website design	Data and information: data logging
Main curriculum coverage	Kapow	https://teachcomputing.org/curriculum/key-stage-2/creating-media-audio-editing	https://teachcomputing.org/curriculum/key-stage-2/programming-a-repetition-in-shapes	https://teachcomputing.org/curriculum/key-stage-2/programming-b-repetition-in-games	Kapow	https://teachcomputing.org/curriculum/key-stage-2/data-and-information-data-logging
Objectives covered	To understand what collaborative means	To identify that sound can be digitally recorded	To identify that accuracy in programming is important	To develop the use of count-controlled loops in a different programming environment	To explore web pages	To explain that data gathered over time can be used to answer questions
	To know how to share a document	To use digital device to record sound	To create a program in a text-based language	To explain that in programming there are infinite loops and count-controlled loops	To create a page for a class website	To use a digital device to collect data automatically
	To create a slide presentation	To explain that a digital recording is stored as a file	To explain what 'repeat' means	To develop a design that includes two or more loops which run at the same time	To create a webpage	To explain that a data logger collects 'data points' from sensors over time To use data collected over a long duration to find information
	To create a survey and questionnaire to share	To explain that audio can be changed through editing	To modify count-controlled loop to produce a given outcome	To modify an invite loop in a given program	To plan a website	To identify the data needed to answer questions
	To share spreadsheets	To show that different types of audio can be combined and played together	To decompose a task into small steps	To design a project that includes repetition	To create a website	To use collected data to answer questions
		To evaluate editing choices made	To create a program that uses count-controlled loops to produce a given outcome	To create a project that includes repetition		