SJS Guide to Year 4 Computing

	Computing Systems and Networks	Creating Media	Programming A	Data and Information	Creating Media	Programming B
Unit	The Internet	Audio Editing	Repetition in Shapes	Data Logging	Photo Editing	Repetition in Games
Description	Recognising the internet as a network of networks including the WWW, and why we should evaluate online content.	Capturing and editing audio to produce a podcast, ensuring that copyright is considered.	Using a text-based programming language to explore count-controlled loops when drawing shapes.	Recognising how and why data is collected over time, before using data loggers to carry out an investigation	Manipulating digital images, and reflecting on the impact of changes and whether the required purpose is fulfilled.	Using a block-based programming language to explore count-controlled and infinite loops when creating a game.
Computer☐ / Tablet☐	☐	☐	☐	☐	☐	☐
Software / Hardware	Various Websites	Audacity	FMSLogo	Data Logger	Paint	Scratch
Evidence / Assessment	Worksheets and Photographic / Quiz	Saved Work / Rubric	Photographic and Save Work/ Quiz	Data / Rubric	Photographic / Rubric	Photographic and Saved Work / Rubric
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	✓	✓			✓	