Computing Year 4 Long Term Plan

Key

Predominant Areas of Computing		
Information Technology	Computer Science	Digital Literacy

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 4	**Online Safety (4)** •Understanding of the online safety rules we learn at school. •How to use different online technologies safely. •How to use a few different online services safely. •Right to privacy both on and offline. •Recognise that my wellbeing can be affected by how I use technology. •Understand how children can protect themselves from online identity theft. •Understand that information put online	**Writing for difference Audiences (5)** •Share digital content using a variety of applications such as: 2Blog, 2Email and Display Boards. •Review solutions that others have created, using a checklist of criteria. •Explore how font size and style can affect the impact of a text. • Use a simulated scenario to produce a news report. • Use a simulated scenario to write for a community campaign.	**Spreadsheets (6)** • Format cells as currency, percentage, decimal to different decimal places or fraction. Use the formula wizard to calculate averages. • Combine tools to make spreadsheet activities such as timed times tables test. • Use a spreadsheet to model a real life situation. • Add a formula to a cell to automatically make a calculation in that cell. • Look at information on a webpage and make predictions about the	**Effective Searching (3)** •Understand the purpose of a search engine and the main features within it. •Look at information on a webpage and make predictions about the accuracy of information contained within it. •Locate information on the search results page. • Use search effectively to find out information. • Assess whether an information source is true and reliable. • Use the user inputs and output features within my program, such as 'Print to screen'	**Making Music (4)** •Can work collaboratively to create content and solutions. • Identify and discuss the main elements of music. • Understand and experiment with rhythm and tempo. • Create a melodic phrase. • Electronically compose a piece of music.	**Logo(4)** •Use selection (decision) in my programming. For example, using an 'if statement' for a question being asked and the program takes one of two paths. • Learn the structure of the coding language of Logo. •Input simple instructions in Logo. • Using 2Logo to create letter shapes. • Use the Repeat function in Logo to create shapes. • Use and build procedures in Logo.

Love and learn in the footsteps of Christ!

leaves a digital footprint or trail and that this can aid identity theft. •Identify the risks and benefits of installing software including apps. •Understand that copying the work of others and presenting it as their own is called 'plagiarism' and to consider the consequences of plagiarism. •Identify appropriate behaviour when participating or contributing to collaborative online projects for learning. •Identify the positive and negative influences of technology on health and the environment. •Understand the importance of balancing game and screen time with other parts of their lives.		accuracy of information contained within it.			•Use variables within my program and know how to change the value of variables.

Love and learn in the footsteps of Christ!

•Understand how to report with ease any concerns with content and contact online and know immediate strategies to keep safe.					
Coding (6) •Create and improve my solutions to a problem based on feedback. For example, create a program using 2Code. •Review solutions that others have created, using a checklist of criteria. •Work collaboratively to create content and solutions. • Begin to understand selection in computer programming. • Understand how an IF statement works. • Understand how to use co-ordinates in computer programming.	**Animation (3)** •Share digital content using a variety of applications such as: 2Blog, 2Email and Display Boards. (• Discuss what makes a good animated film or cartoon. • Learn how animations are created by hand. • Find out how 2Animate can be created in a similar way using the computer. • Learn about onion skinning in animation. • Add backgrounds and sounds to animations. • Introduced to 'stop motion' animation. • Share animation on the class display board and by blogging.	. (	**Hardware investigations (2)** •Understand the different parts that make up a computer. • Recall the different parts that make up a computer. •Recognise the main component parts of hardware which allow computers to join and form a network. •Understand that network and communication components can be found in many different devices which allow them to join the internet.		

Love and learn in the footsteps of Christ!

• Understand the 'repeat until' command. • Understand how an IF/ELSE statement works. • Understand what a variable is in programming. • Use a number variable. • Create a playable game	•Work collaboratively to create content and solutions				

Love and learn in the footsteps of Christ!