Curriculum Map: **Computing**   **Year 4**

Below outlines the learning focus for each term

Term	Learning Focus		Conceptual Development
	Knowledge	**Skills**	
	Theme: **To create responsible digital citizens who make smart choices online**		
Autumn 1	**Computer Science** To understand that computers use variables to count things and keep track of what is going on To understand that a variable is something that can change	To use variables to create a simple counter To use variables to create a counter that responds to conditional events To use variables to create a more complex scoring system, including negative values To program an object to set a variable to a specific number, for example to reset to zero To create a scoring game To program a shop till	**Build upon:** To create simple keyboard and mouse games using selection (if statements) **Prepare for:** To create animations using loops, variables and conditions
Autumn 2	**Information Technology** To understand that MS Word can be used to type and compose text	To type using two hands To select and edit text in different ways To use the spell check tool To insert and format a table To insert a hyperlink To choose a relevant website to link my document to	**Build upon:** To create a digital information text using different text formats **Prepare for:** To create an informative website that contains different pages
Spring	**Computer Science** To understand how computers use repetition and loops to do things over and over again To understand that code can be made to execute in a particular order called a sequence To understand that computers use variables to count things and keep track of what is going on To understand that 'if statements' select different pieces of code to execute depending on what happens to other objects (selection)	To use a loop to program the movement of objects To use nested loops to program the movement of objects To use infinite and conditional loops to program the movement of objects To use a variable to create a timer To create an animation using loops, variables and conditions To debug code	**Build upon:** To create simple scoring games using variables **Prepare for:** To create more complex keyboard games that change the speed and direction of objects
Summer 1	**Information Technology** To understand that MS Excel can be used to store, organise and calculate data	To insert data into a spreadsheet To identify data attributes and data values To use the Sort & Filter tool To use a formula to calculate data	**Build upon:** To create digital branching quizzes in MS PowerPoint **Prepare for:** To simulate how data is exchanged on computer networks

Summer 2	**Information Technology** To understand how simple animation techniques work	To explain how computer software has improved animation techniques To plan a stop motion animation To practise taking clear photos To create stop motion animation To peer assess using an online tool	**Build upon:** To create various digital publications for a specific purpose (event flyer, menu and holiday card) **Prepare for:** To create a radio podcast
Online Safety Lessons (1 per half term)	**Digital Literacy** To know what cyberbullying is and how to address it To understand how a search engine works To understand the term 'plagiarism' and how to avoid it To know why it is dangerous to share certain information online To understand what digital citizenship is	To identify how a message can hurt someone's feelings To know how to respond to a hurtful message or comment online To use a search engine accurately To explain how to use other people's work respectfully To identify the information that I shouldn't share online To create a safe online profile To explain how to be a responsible digital citizen	**Build upon:** To understand how websites use digital footprints to target advertising **Prepare for:** To understand that not everything I see online is true