

Autumn	Spring	Summer	
<p>e-Safety- planned within PSHE / Citizenship using Somerset BYTE Awards</p> <p><b>I am kind and responsible</b></p> <p>Agree class internet rules based on personal responsibilities. Include cyberbullying messages in Anti-bullying week.</p>	<p>e-Safety- planned within PSHE / Citizenship using Somerset BYTE Awards</p> <p><b>I am safe</b></p> <p>Keep personal details private, consider who you are talking to online and make sure a trusted adult knows what you are doing online. Use Safer Internet Day to focus on use of the internet and different technologies.</p>	<p>e-Safety – planned within PSHE / Citizenship using Somerset BYTE Awards</p> <p><b>I am healthy</b></p> <p>Consider age-appropriate and healthy use of technology. Include consideration of time spent using technology and recognition of appropriate websites and games in Health week.</p>	<p><b>Basic Skills</b> (to support my learning across the curriculum)</p> <ul style="list-style-type: none"> <li>Securely log on to tablet, laptop and PC devices</li> <li>Rename documents and other files</li> <li>Browse to a specified website</li> <li>Create hyperlink to a website</li> <li>Recognise appropriate online sources for clipart and images</li> <li>Acknowledge source of information / images</li> <li>Use a keyboard effectively, including the use of numbers</li> <li>Know how to use a spellcheck</li> <li>Be aware of keyboard shortcuts on laptops and PCs.</li> <li>Change font sizes and colour of text</li> <li>Use appropriate screen capture and insert in document or presentation</li> </ul>
<p>Programming</p> <p>Year 4 Espresso Coding 4a and 4b 12 sessions (could be condensed)*This could replace Scratch but we will do both – less sessions required as skills already covered.</p> <p>Learn to design and make your own app. Practice using repetition and loops in code and debugging code when there is a problem.</p>	<p>Programming 1 - CORE</p> <p>Year 4 My Scratch Games 5 sessions</p> <ul style="list-style-type: none"> <li>Make the Scratch cat move and change</li> <li>Use Scratch to program keys and use them to 'draw'</li> <li>Create a car racing game using their knowledge of 'if...then' commands in Scratch</li> </ul>	<p>Programming 3 – CHOICE</p> <p>Year 4 Knowing My Times Tables with Kodu 4 sessions</p> <ul style="list-style-type: none"> <li>Create a terrain in Kodu and program an object to move on the terrain</li> <li>Talk through the algorithm needed to make an object move around their terrain</li> <li>Program an object to solve multiplication questions and</li> </ul> <p>*other</p>	<p><b>Additional unplugged activities to reinforce computational thinking</b></p> <p><b>Graph Paper Programming</b> (30 - 40 minutes)</p> <ul style="list-style-type: none"> <li>Guide each other to make images on graph paper</li> <li>Agree algorithm for different images in a pair</li> <li>Swap algorithm with another pair. Do they make the image?</li> </ul> <p><b>Create a Face</b> (30 - 40 minutes)</p> <ul style="list-style-type: none"> <li>Program a 'robot' to show an emotion using <a href="#">templates in resource</a>.</li> <li>Talk about 'if' and 'then'</li> </ul>
<p>Handling Data 1 – CORE</p> <p>Year 4 Investigating My Sounds 3 sessions</p> <ul style="list-style-type: none"> <li>Consider difference between data and information</li> <li>Measure sound levels in the classroom using a datalogger (discrete data)</li> <li>Record outside noise and create a line graph to show the changing levels (continuous data)</li> </ul>	<p>TIOL 1 - CORE</p> <p>Year 4 Check My Facts 2 sessions</p> <ul style="list-style-type: none"> <li>Use an online tool (Padlet) to share ideas.</li> <li>Discuss what is 'true' online and how we can check for reliable information</li> <li>Research a topic and begin</li> </ul>	<p>Multimedia 3 – CHOICE</p> <p>Year 4 My Mystery iMovie 3 sessions</p> <ul style="list-style-type: none"> <li>Discuss video showing a mystery object and how they could make their own video</li> <li>Decide on the success criteria for their video</li> <li>Create own mystery object video, iMovie</li> <li>Edit improve and share their</li> </ul>	
<p>Multimedia 1 – CORE</p> <p>Year 4 My Comic Book 5 sessions (choose from Comic Life / PowerPoint units)</p> <ul style="list-style-type: none"> <li>Explore the conventions of comic books</li> <li>Create their own comic book about their school</li> <li>Share their comic books with classmates and provide feedback</li> </ul>	<p>TIOL 2 – CORE</p> <p>Year 4 Where is My Information 2 sessions</p> <ul style="list-style-type: none"> <li>Talk about the school network and the different resources they can access,</li> <li>Consider a search query based on topic learning and identify the key words</li> </ul>	<p>TIOL 3 - CHOICE</p> <p>Year 4 Blog My Technology 3 sessions</p> <ul style="list-style-type: none"> <li>Discuss how technology has changed over time</li> <li>Talk about their favourite gadget and what it can do</li> <li>Research information about gadgets</li> </ul>	
	<p>Handling Data 3 – CHOICE</p> <p>Year 4 My Detective Work 4 sessions</p> <ul style="list-style-type: none"> <li>Use Naace Whodunnit database to ask and answer questions</li> <li>Use 2Investigate to interrogate an existing database</li> </ul>	<p><b>Open Ended Challenge</b></p> <p><u>Identify an appropriate challenge</u> to allow children to</p> <ul style="list-style-type: none"> <li>Use computational thinking to plan, develop and evaluate their use of technology</li> <li>Have a differentiated learning experience including developing mastery</li> <li>Demonstrate attainment in computing</li> </ul>	