Computing Curriculum Planner: Year 4

Autumn	Spring	Summer
e-Safety- planned within PSHE / Citizenship using Somerset BYTE Awards **I am kind and responsible** Agree class internet rules based on personal responsibilities. Include cyberbullying messages in Anti-bullying week.	e-Safety- planned within PSHE / Citizenship using Somerset BYTE Awards **I am safe** 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.	e-Safety – planned within PSHE / Citizenship using Somerset BYTE Awards **I am healthy** 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.

Autumn

Programming

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.

Learn to design and make your own app. Practice using repetition and loops in code and debugging code when there is a problem.

Handling Data 1 – CORE

Year 4 Investigating My Sounds   3 sessions

- Consider difference between data and information
- Measure sound levels in the classroom using a datalogger (discrete data)
- Record outside noise and create a line graph to show the changing levels (continuous data)

Multimedia 1 – CORE

Year 4 My Comic Book

5 sessions (choose from Comic Life / PowerPoint units)

- Explore the conventions of comic books
- Create their own comic book about their school
- Share their comic books with classmates and provide feedback

Spring

Programming 1 - CORE

Year 4 My Scratch Games

5 sessions

- Make the Scratch cat move and change
- Use Scratch to program keys and use them to 'draw'
- Create a car racing game using their knowledge of 'if...then' commands in Scratch

TIOL 1 - CORE

Year 4 Check My Facts

2 sessions

- Use an online tool (Padlet) to share ideas.
- Discuss what is 'true' online and how we can check for reliable information
- Research a topic and begin

TIOL 2 – CORE

Year 4 Where is My Information   2 sessions

- *Talk about the school network and the different resources they can access,*
- *Consider a search query based on topic learning and identify the key words*
- *Create a learning resource*

Handling Data 3 – CHOICE

Year 4 My Detective Work

4 sessions

- Use Naace Whodunnit database to ask and answer questions
- Use 2Investigate to interrogate an existing database

Summer

Programming 3 – CHOICE

Year 4 Knowing My Times Tables with Kodu   4 sessions

- Create a terrain in Kodu and program an object to move on the terrain
- Talk through the algorithm needed to make an object move around their terrain
- Program an object to solve multiplication questions and *other choices available

Multimedia 3 – CHOICE

Year 4 My Mystery iMovie

3 sessions

- Discuss video showing a mystery object and how they could make their own video
- Decide on the success criteria for their video
- Create own mystery object video, iMovie
- Edit, improve and share their

TIOL 3 - CHOICE

Year 4 Blog My Technology

3 sessions

- Discuss how technology has changed over time
- Talk about their favourite gadget and what it can do
- Research information about gadgets
- Write a blog post about a

Open Ended Challenge

Identify an appropriate challenge to allow children to

- Use computational thinking to plan, develop and evaluate their use of technology
- Have a differentiated learning experience including developing mastery
- Demonstrate attainment in computing

Basic Skills
(to support my learning across the curriculum)

- Securely log on to tablet, laptop and PC devices
- Rename documents and other files
- Browse to a specified website
- Create hyperlink to a website
- Recognise appropriate online sources for clipart and images
- Acknowledge source of information / images
- Use a keyboard effectively, including the use of numbers
- Know how to use a spellcheck
- Be aware of keyboard shortcuts on laptops and PCs.
- Change font sizes and colour of text
- Use appropriate screen capture and insert in document or presentation

Additional unplugged activities to reinforce computational thinking

Graph Paper Programming
(30 - 40 minutes)

- Guide each other to make images on graph paper
- Agree algorithm for different images in a pair
- Swap algorithm with another pair. Do they make the image?

Create a Face
(30 - 40 minutes)

- Program a 'robot' to show an emotion using templates in resource.
- Talk about 'if' and 'then'