Computing Curriculum Planner: Year 4

eLIM Support Services for Education **sse**

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.

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

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
- Create their own game

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 for others using hyperlinks to World Wide Web

Multimedia 2 – CHOICE

Year 4 Advertising My Game 4 sessions

- Look at how computer games are advertised
- Promote a game they have programmed, using screen capture and music creation software
- Add a narration to their advert
- Consider who owns online content

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
- Create a comic book to support Science learning

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 collect points
- Create a game for others

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 gadget for a class technology blog

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

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 to consider plagiarism

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)
- Investigate insulators of sound

Programming 2 – CHOICE

Year 4 Making My Shapes with Hopscotch   6 sessions

- Explore Hopscotch app
- Take part in coordinate challenge
- Use repeat to make something happen again and again
- Use Hopscotch to create 2d shapes
- Look at scripts to see what they make happen

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'

Handling Data 2 – CHOICE

Year 4 My Favourite Games 2 sessions

- Collect data about favourite games
- Add data to graphing software / apps and use to interrogate data
- Create branching database of characters (optional)and interpret graph about animals

WESSEX TEACHING SCHOOL