

Year 4: Autumn 1

Online Safety



Objectives

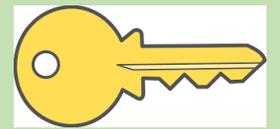
- To understand what I am responsible for online,
- To create strong and memorable passwords,
- To understand how what I post online can affect me,
- To define what an online community is,
- To know what to do if someone uses hurtful language online,
- To recognise that photos and videos can be digitally altered

Prior Learning – Online Safety Year 3



Key Learning

Being safe online means individuals are protecting themselves and others from online harms and risks which may jeopardise their personal information, lead to unsafe communications or even effect their mental health and wellbeing.



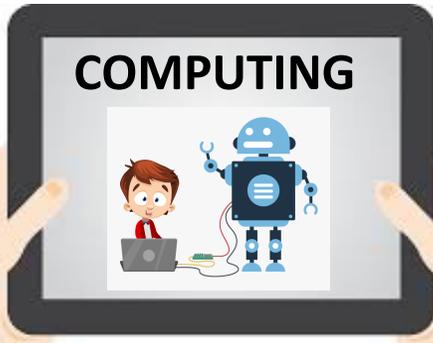
Vocabulary

- Citizen,
- Pledge,
- Attention,
- Distraction,
- Private,
- Footprint,
- Community,
- Online,



Key Resources





Year 4: Autumn 2

Coding and Programming

Objectives



- Use sequence, selection, and repetition in programs.
- Work with variables and various forms of input and output.
- Debug programs that accomplish goals. (correcting errors)
- Work with variables and conditions.

Prior Learning – Coding and Programming Year 3



Key Learning

The Scratch is one of the most popular platforms in education to teach programming. The activities consolidate the skills covered in the previous year groups. Pupils will write simple programs with text output, wait commands and movement, write a program with movement and repetition, write programs with mouse and text outputs.



Vocabulary

- Code,
- Program,
- Algorithm,
- Debug,
- Input,
- Output,
- Variables,
- Conditions,

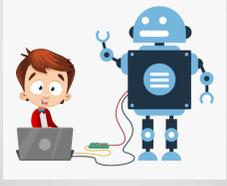


Key Resources



scratch.mit.edu

COMPUTING



Year 4: Spring 1

Internet Research

Objectives

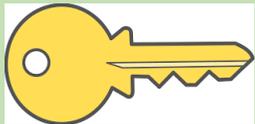


- Understand the features of an Internet Browser,
- Use search technologies (different websites) to find specific pieces of information,
- Reference the correct source of information,
- Be discerning in evaluating digital content,
- Check the internet for fake news by cross-referencing facts,

Prior Learning – Data Handling Year 2

Key Learning

In the age of 'Googling' everything we want to find out, pupils have information on tap. The skill is for pupils to firstly in the younger years learn how to digest and share what they have found out, moving up to specifying, analysing and questioning online information.

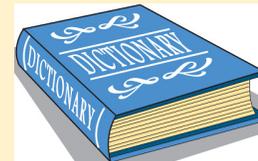


Year 4 Internet Research



Vocabulary

- Browser,
- Search,
- Information,
- Sources,
- Evaluation,
- Fake news,

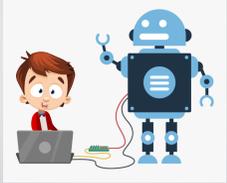


Key Resources



www.kiddle.co

COMPUTING



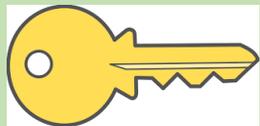
Year 4: Spring 2

Create an Ebook

Prior Learning – Ebooks Year 2 / Digital Comics Year 3

Key Learning

I will learn to make an Ebook using a range of different content and tools and bring these skills together in a final book. I can also create ebooks to share my learning in many different ways and communicate my knowledge confidently.



Vocabulary

- Page,
- Style,
- Position,
- Format,
- Images,
- Audio,
- Hyperlinks,



Objectives



- Add page colour and style,
- Add position and format text on different pages,
- Add and position images from camera/web,
- Add audio, including hiding it behind an object,
- Add hyperlinks to text and images, add and format shapes,
- Add audio to pages.

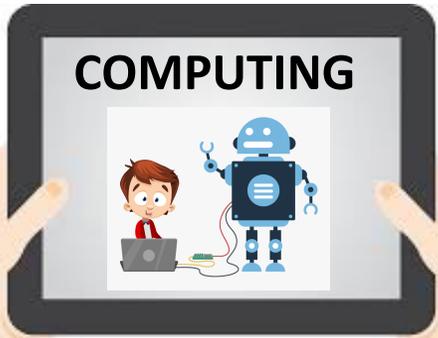
Key Resources



bookcreator.com

Year 4: Summer 1

Data Handling



Prior Learning – Data Handling Year 2

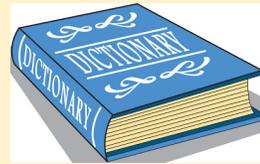
Key Learning

Pupils will learn how they can collect data and present it in different chart. They will know what the word data means and understand how to collect it. They will use this data to create pictograms, bar chart, line graphs and pie charts. They will learn to make and play a game using a spreadsheet.



Vocabulary

- Cells,
- Spreadsheet,
- Align,
- Data,
- Collect,
- Tally,
- Table,
- Chart,
- Interpret,



Objectives



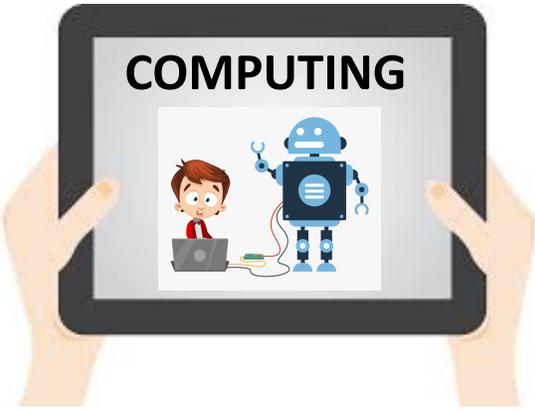
- Change appearance of cells in a spreadsheet (fill colour and border) then add and align text.
- Find and add data to a spreadsheet, resize cells and use the software to create a suitable chart with a title.

Key Resources



Year 4: Summer 2

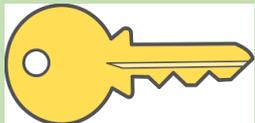
Animation



Prior Learning – Digital Art Year 3

Key Learning

Pupils will look at examples of animations and understand how animation uses stop motion. Children will use different resources to create their own animations.



Vocabulary

- Object,
- Frame,
- Copy,
- Animation,
- Flipping,
- Slides,
- Transition,
- Editing,



Objectives



- Create a stop-motion video by duplicating slides that include backgrounds and shapes.
- Create animation using transition and animation effects (morph, motion paths, pulse etc), including taking and editing a screenshot.
- Animate individual elements of objects.
- Create animated GIF files by animating pixels

Key Resources

