



## Computing – Year 4 Overview

Year 4	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6
Term 1	<p>Computing systems and networks – The Internet</p> <p>Lesson 1:</p> <p>LO: To describe how networks physically connect to other networks.</p> <p><b>KS2: NC Aims 4, 5, 6, 7</b></p>	<p>Computing systems and networks – The Internet</p> <p>Lesson 2:</p> <p>LO: To recognise how networked devices make up the internet.</p> <p><b>KS2: NC Aims 4, 5, 6, 7</b></p>	<p>Computing systems and networks – The Internet</p> <p>Lesson 3:</p> <p>LO: To outline how websites can be shared via the World Wide Web (www.).</p> <p><b>KS2: NC Aims 4, 5, 6, 7</b></p>	<p>Computing systems and networks – The Internet</p> <p>Lesson 4:</p> <p>LO: To describe how content can be added and accessed on the World Wide Web.</p> <p><b>KS2: NC Aims 4, 5, 6, 7</b></p>	<p>Computing systems and networks – The Internet</p> <p>Lesson 5:</p> <p>LO: Recognise how the content of the WWW is created by people.</p> <p><b>KS2: NC Aims 4, 5, 6, 7</b></p>	<p>Computing systems and networks – The Internet</p> <p>Lesson 6:</p> <p>LO: To evaluate the consequences of unreliable content.</p> <p><b>KS2: NC Aims 4, 5, 6, 7</b></p>
Term 2	<p>Creating media - Audio Production</p> <p>Lesson 1:</p> <p>LO: To identify that sound can be recorded.</p> <p><b>KS2: NC Aims 5, 6, 7</b></p>	<p>Creating media - Audio Production</p> <p>Lesson 2:</p> <p>LO: To explain that audio recordings can be edited.</p> <p><b>KS2: NC Aims 5, 6, 7</b></p>	<p>Creating media - Audio Production</p> <p>Lesson 3:</p> <p>LO: To recognise the different parts of creating a podcast project.</p> <p><b>KS2: NC Aims 5, 6, 7</b></p>	<p>Creating media - Audio Production</p> <p>Lesson 4:</p> <p>LO: To apply audio editing skills independently.</p> <p><b>KS2: NC Aims 5, 6, 7</b></p>	<p>Creating media - Audio Production</p> <p>Lesson 5:</p> <p>LO: To combine audio to enhance my podcast project.</p> <p><b>KS2: NC Aims 5, 6, 7</b></p>	<p>Creating media - Audio Production</p> <p>Lesson 6:</p> <p>LO: To evaluate the effective use of audio.</p> <p><b>KS2: NC Aims 5, 6, 7</b></p>
Term 3	<p>Programming A – Repetition in Shapes</p> <p>Lesson 1:</p>	<p>Programming A – Repetition in Shapes</p> <p>Lesson 2:</p>	<p>Programming A – Repetition in Shapes</p> <p>Lesson 3:</p>	<p>Programming A – Repetition in Shapes</p> <p>Lesson 4:</p>	<p>Programming A – Repetition in Shapes</p> <p>Lesson 5:</p>	<p>Programming A – Repetition in Shapes</p> <p>Lesson 6:</p>

	<p>LO: To identify that accuracy in programming is important.</p> <p>KS2: NC Aims 1, 2, 3, 6</p>	<p>LO: To create a program in a text-based language.</p> <p>KS2: NC Aims 1, 2, 3, 6</p>	<p>LO: To explain what 'repeat' means.</p> <p>KS2: NC Aims 1, 2, 3, 6</p>	<p>LO: To modify a count-controlled loop to produce a given outcome.</p> <p>KS2: NC Aims 1, 2, 3, 6</p>	<p>LO: To decompose a task into small steps.</p> <p>KS2: NC Aims 1, 2, 3, 6</p>	<p>LO: To create a program that uses count-controlled loops to produce a given outcome.</p> <p>KS2: NC Aims 1, 2, 3, 6</p>
Term 4	<p>Data and information – Data logging</p> <p>Lesson 1:</p> <p>LO: To explain that data gathered over time can be used to answer questions.</p> <p>KS2: NC Aims 2, 6</p>	<p>Data and information – Data logging</p> <p>Lesson 2:</p> <p>LO: To use a digital device to collect data automatically.</p> <p>KS2: NC Aims 2, 6</p>	<p>Data and information – Data logging</p> <p>Lesson 3:</p> <p>LO: To explain that a data logger collects 'data points' from sensors over time.</p> <p>KS2: NC Aims 2, 6</p>	<p>Data and information – Data logging</p> <p>Lesson 4:</p> <p>LO: To recognise how a computer can help us analyse data.</p> <p>KS2: NC Aims 2, 6</p>	<p>Data and information – Data logging</p> <p>Lesson 5:</p> <p>LO: To identify the data needed to answer questions.</p> <p>KS2: NC Aims 2, 6</p>	<p>Data and information – Data logging</p> <p>Lesson 6:</p> <p>LO: To use data from sensors to answer questions.</p> <p>KS2: NC Aims 2, 6</p>
Term 5	<p>Creating media – Photo Editing</p> <p>Lesson 1:</p> <p>LO: To explain that the composition of digital images can be changed.</p> <p>KS2: NC Aims 6, 7</p>	<p>Creating media – Photo Editing</p> <p>Lesson 2:</p> <p>LO: To explain that colours can be changed in digital images.</p> <p>KS2: NC Aims 6, 7</p>	<p>Creating media – Photo Editing</p> <p>Lesson 3:</p> <p>LO: To explain how cloning can be used in photo editing.</p> <p>KS2: NC Aims 6, 7</p>	<p>Creating media – Photo Editing</p> <p>Lesson 4:</p> <p>LO: To explain that images can be combined.</p> <p>KS2: NC Aims 6, 7</p>	<p>Creating media – Photo Editing</p> <p>Lesson 5:</p> <p>LO: To combine images for a purpose.</p> <p>KS2: NC Aims 6, 7</p>	<p>Creating media – Photo Editing</p> <p>Lesson 6:</p> <p>LO: To evaluate how changes can improve an image.</p> <p>KS2: NC Aims 6, 7</p>



<p>Term 6</p>	<p>Programming B – Repetition in games</p> <p>Lesson 1:</p> <p>LO: To develop the use of count-controlled loops in a different programming environment.</p> <p>KS2: NC Aims 1, 2, 3</p>	<p>Programming B – Repetition in games</p> <p>Lesson 2:</p> <p>LO: To explain that in programming there are infinite loops and count controlled loops.</p> <p>KS2: NC Aims 1, 2, 3</p>	<p>Programming B – Repetition in games</p> <p>Lesson 3:</p> <p>LO: To develop a design that includes two or more loops which run at the same time.</p> <p>KS2: NC Aims 1, 2, 3</p>	<p>Programming B – Repetition in games</p> <p>Lesson 4:</p> <p>LO: To modify an infinite loop in a given program.</p> <p>KS2: NC Aims 1, 2, 3</p>	<p>Programming B – Repetition in games</p> <p>Lesson 5:</p> <p>LO: To design a project that includes repetition.</p> <p>KS2: NC Aims 1, 2, 3</p>	<p>Programming B – Repetition in games</p> <p>Lesson 6:</p> <p>LO: To create a project that includes repetition.</p> <p>KS2: NC Aims 1, 2, 3</p>
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