

## Year 4 Computing

### Areas of Learning

- select, use and combine a variety of software (including internet services) to design and create a range of projects
- use search technologies effectively for research
- use data-handling applications
- design, write and debug programs that accomplish specific goals
- use sequence, selection, and repetition in programs
- use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs
- use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour.

### Approaches to learning

- Further develop word processing and presentation skills.
- Use internet search engines to gather resources for their own research work.
- Enter and organise data into a graphing or spreadsheet package and use it to create a range of graphs.
- Use the Scratch programming environment to develop a game.
- Understand and abide by the school's 'Being SMART Online' rules and aware of the implications of not following the rules.

### Examples of learning

Research the internet and create a report or multimedia presentation on a cross-curricular topic on e.g. History or Geography.

Collect, organise and interpret information by making graphs, using Microsoft Excel

Create a simple game in Scratch, creating a background, sprites and using conditional statements.

Play on-line games on the "The hour of code" platform to learn to use blocks of code and learn to program characters.

Discuss and watch videos about e-Safety and create a presentation.

### References

Primary Curriculum 2014: <http://www.primarycurriculum.me.uk/ks2/computing>