

| Computing | | |
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| | Year 4 | Program used |
| Problem solving and Logical Thinking | <ul style="list-style-type: none"> Use repeated instructions to draw a desired outcome using commands Experiment with variables to control models Make turns using specifying the degrees Make accurate predictions about outcomes of a program they have written with a specific goal in mind Give a robot/online robot specific directional instructions that take them from x to y | Purple Mash Gorilla and Gibbon coding Richards robotic models |
| Creative content | <ul style="list-style-type: none"> Capture images using a range of devices - eg webcams/screen capture/scanning/visualiser/internet Select media to download, import and export Copy graphics from a range of sources and paste into a desktop publishing program Insert media into a presentation Manipulate text, underline text, centre text, change font and size, and save text to a folder Create a presentation that is aimed at a specific audience | Ipads camera Web browser into Microsoft word or Powerpoint . Purple Mash 2 Graph (graphs)2 calculate (spreadsheets) Microsoft word / powerpoint Or on Purple Mash 2 Publish Plus. |
| Digital Literacy | <ul style="list-style-type: none"> Identify the benefits of ICT to send messages and to communicate Use automatic spell checker to edit spellings Use a search engine to find a specific website Navigate using an internet browser - eg use tabbed browsing to open 2 or more web pages at the same time, open a link to a new window | 2 email Microsoft word Web browser Using the computer effectively. |
| Key vocabulary | Related Vocabulary | |
| Greater Depth: | <ul style="list-style-type: none"> Appreciate some algorithms are more efficient than others and state why they are Identify when digital technology leads to improvements or when it makes things worse | |
| Topic/Novel Link: | | |

| Defined End Point |
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| <ul style="list-style-type: none"> Evaluate and apply a wide range of information technology to solve more complex problems and identify improvements that can be made by undertaking repeated, practical activities writing computer programs |

