Year 4 2019-2020 Computing Scheme of Work.

Half Term	Units	Objectives.
A1	Internet Safety P.M. 4.2 Logging on Logging off. It will be Ks2 for shared work abcd1234. Or, name.name abcd1234 for independent work. Basic Typing skills. Saving work in a file.	https://www.stnicholasprimary.co.uk/ceop-videos-lee-kim-suitable-for-5-7-yrs-jigsaw-su/ Understand that information put online leaves a digital footprint or trail and that this can aid identity theft. To Identify the risks and benefits of installing software including apps. To understand that copying the work of others and presenting it as their own is called 'plagiarism' and to consider the consequences of plagiarism. To identify appropriate behaviour when participating or contributing to collaborative online projects for learning. To identify the positive and negative influences of technology on health and the environment. To understand the importance of balancing game and screen time with other parts of their lives.
A2	Hardware &Effective searching. P.M 4.7 What makes a good researcher? Fact or fiction. Trusting the WWW	To understand the different parts that make up a computer. To recall the different parts that make up a computer. To locate information on the search results page To use search effectively to find out information. To assess whether an information source is true and reliable.

Sp1	Writing for different audiences. Using Email P.M 4.4	To explore how font size and style can affect the impact of a text. To use a simulated scenario to produce a news report. To use a simulated scenario to write a fictional story paragraph for improvement. To write an email. To write an email with attachment. (The last 2 are repeat from Year 3.
Sp2	Coding and debugging using 2 LoGo P.M.4.5	To learn the structure of the language of Logo To input simple instructions in Logo. Using 2Logo to create letter shapes. To use the Repeat function in Logo to create shapes. To use and build procedures in Logo
S1	Animation using scratch software to create a game. (M)	Using the new scratch platform the planning needs to be up-dated. The platform is mainly cosmetic changes, but I will need to change the scripts for the lessons. To review coding vocabulary To use a sketch or storyboard to represent a program design and algorithm To create a program with a character that repeats actions. To program a character to respond to user keyboard input. To make timers and counting machines using variables To know what decomposition and abstraction are in computer science.
S2	Database branching (Y3 unit but fits with science)	To sort objects using just 'yes' or 'no' questions. To complete a branching database using 2Question. To create a branching database of the children's choice.
Notes		

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