Computing Progression of Skills
Year 4

Year 4 National Curriculum Objectives for Computing: Children will be taught to:	
Online Safety (4.2) • Understand how children can protect themselves from online identity theft. • Understand that information put online leaves a digital footprint or trail and that this can aid identity theft • Identify the risks and benefits of installing software including apps. • Understand that copying the work of others and presenting it as their own is called 'plagiarism' and to consider the consequences of plagiarism. • Identify appropriate behaviour when participating or contributing to collaborative online projects for learning • Identify the positive and negative influences of technology on health and the environment • Understand the importance of balancing game and screen time with other parts of their lives.	**Spreadsheets (4.3)** • Explore how the numbers entered into cells can be set to either currency or decimal. • Explore the use of the display of decimal places. • Find out how to add formulae to a cell • Explore how tools can be combined to use 2Calculate to make number games. • Explore the use of the timer, random number and spin button tools. • Use the line graphing tool in 2Calculate with appropriate data. • Interpret a line graph to estimate values between data readings • Use the currency formatting tool in 2Calculate. • Use 2Calculate to create a model of a real-life situation. • Use the functions of allocating value to images in 2Calculate to make a resource to teach place value.
Coding (4.1) • Review coding vocabulary and knowledge. • Create a simple computer program. • Begin to understand selection in computer programming. • Understand how an IF statement works • Understand how to use co-ordinates in computer programming. • Understand the 'Repeat until' command • Understand how an IF/ELSE statement works • Understand what a variable is in programming • Use a number variable • Review vocabulary and concepts learnt in Year 4 Coding • Create a playable game.	**Logo (4.5)** • Learn the structure of the language of 2Logo. • Input simple instructions in 2Logo • Use 2Logo to create letter shapes • Use the Repeat command in 2Logo to create shapes • Use and build procedures in 2Logo.
	Animation (4.6) • Decide what makes a good, animated film or cartoon and discuss favourite animations • Learn how animations are created by hand • Find out how 2Animate animations can be created in a similar way using technology • Learn about onion skinning in animation. • Add backgrounds and sounds to animations • Introducing 'stop motion' animation • Share animation the class blog.
Writing for Different Audiences (4.4) • Explore how font size and style can affect the impact of a text • Use a simulated scenario to produce a news report • Use a simulated scenario to write for a community campaign.	**Hardware Investigators (4.8)** • Understand the different parts that make up a desktop computer • Recall the different parts that make up a computer.

Effective Searching (4.7)	**Making Music (4.9)**
• Locate information on the search results page • Use search effectively to find out information • Assess whether an information source is true and reliable	• Identify and discuss the main elements of music: Pulse, Rhythm, Tempo, Pitch, Texture • Understand and experiment with rhythm and tempo • Create a melodic phrase • Compose a piece of electronic music.

Notes

Children working below objectives listed above	**Children who are working above objectives listed above**