



## Computing Curriculum Overview - Year 4

	Unit	Details
Autumn One	Computing systems and networks - The Internet	Pupils will apply their knowledge and understanding of networks, to appreciate the internet as a network of networks which need to be kept secure. They will learn that the World Wide Web is part of the internet, and will be given opportunities to explore the World Wide Web for themselves in order to learn about who owns content and what they can access, add, and create.
Autumn Two	Programming A - Repetition in shapes	Pupils will create programs by planning, modifying, and testing commands to create shapes and patterns. They will use Logo, a text-based programming language.
Spring One	Creating Media - Audio Production	Pupils will identify the input device (microphone) and output devices (speaker or headphones) required to work with sound digitally. Pupils will discuss the ownership of digital audio and the copyright implications of duplicating the work of others.
Spring Two	Programming B - Repetition in Games	This unit explores the concept of repetition in programming using the Scratch environment. It begins with a Scratch activity similar to that carried out in Logo in Programming unit A, where learners can discover similarities between two environments. Pupils look at the difference between count-controlled and infinite loops, and use their knowledge to modify existing animations and games using repetition.
Summer One	Creating Media - Photo Editing	Pupils will develop their understanding of how digital images can be changed and edited, and how they can then be resaved and reused. They will consider the impact that editing images can have, and evaluate the effectiveness of their choices.
Summer Two	Data and Information - Data Logging	In this unit, pupils will consider how and why data is collected over time. Pupils will consider the senses that humans use to experience the environment and how computers can use special input devices called sensors to monitor the environment.