

Computing Sequence of Learning Year 4 2024 - 2025

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 4	Topic – Information Technology: Knowledge & Understanding	Topic – Information Technology: Knowledge & Understanding	Topic – Information Technology: Knowledge & Understanding	Topic - Computer Science: Programming concepts and controlling hardware	Topic – Information Technology: Knowledge & Understanding	Topic - Computer Science: Programming concepts and controlling hardware
	IT Around us: The internet	Digital Design: Audio editing	Data & Information: Data Handling using Micro:bits	Programming Concepts: Repetition in shapes	Digital Design: Photo manipulation	Programming Concepts: Repetition with games
	<p>L1 – to describe how networks physically connect to other networks.</p> <p>L2 – to recognise how networked devices make up the internet.</p> <p>L3 – to outline how websites can be shared via the World Wide Web (WWW).</p> <p>L4 – to describe how content can be added and accessed on the WWW.</p> <p>L5 – to recognise how the content of the WWW is created by people.</p> <p>L6 – to evaluate the consequences of unreliable content.</p>	<p>L1 – to understand recording sound.</p> <p>L2 – to recognise the different parts of creating a podcast project.</p> <p>L3 – to combine audio to enhance my podcast project.</p> <p>L4 – to evaluate editing choices made.</p>	<p>First two lessons from Y3 Micro:bit first steps.</p> <p>L1 – to understand that a micro:bit is a tiny computer which needs instructions in code to make it work.</p> <p>L2 – to use loops to make animations run longer using fewer instructions.</p> <p>L3 – to understand and classify data.</p> <p>L4 – to write simple programs using sensors.</p> <p>L5 – to explain how repetition is used within algorithms when programming sensors.</p> <p>L6 – to know that data can be used as a condition in selection.</p>	<p>L1 – to identify that accuracy in programming is important.</p> <p>L2 – to create a program in text-based language.</p> <p>L3 – to explain what 'repeat' means.</p> <p>L4 – to modify a count-controlled loop to produce a given outcome.</p> <p>L5 – to decompose a task into small steps.</p> <p>L6 – to create a program that uses count-controlled loops to produce a given outcome.</p>	<p>L1 – to explain that the composition of digital images can be changed.</p> <p>L2 – to explain that colours can be changed in digital images.</p> <p>L3 – to explain how cloning can be used in photo editing.</p> <p>L4 – to explain that images can be combined.</p> <p>L5 – to combine images for a purpose.</p> <p>L6 – to evaluate how images can improve an image.</p>	<p>L1 – to develop the use of count-controlled loops in a different programming environment.</p> <p>L2 – to explain that in programming there are infinite loops and count-controlled loops.</p> <p>L3 – to develop a design that includes two or more loops which run at the same time.</p> <p>L4 – to modify an infinite loop in a given program.</p> <p>L5 – to design a project that includes repetition.</p> <p>L6 – to create a project that includes repetition.</p>