

## Curriculum Design for Computing

### Year – 4

<u>Skills</u>	<u>Learning Objectives</u>
Understanding the web and E-safety (Digital Citizenship and Technology - DL)	<p>Continue to develop awareness of online protocols in order to stay safe online.</p> <p>Learn to use the internet safely and responsibly.</p> <p>To identify cyberbullying and its consequences and know how to report your concerns.</p> <p>To understand copyright and know why we have it.</p> <p>To understand and explain the importance of passwords.</p>
Using Technology (Information Technology - IT)	<p>To save, import and export files.</p> <p>Present information to share knowledge with peers using a range of programmes.</p> <p>Understand what a 'wiki' is and how to use it.</p> <p>Gain an understanding of the main components of a computer.</p> <p>Understand the link between hard and software including programming.</p> <p>Understand what a search engine is.</p> <p>Appreciate how search results are selected and ranked.</p> <p>To develop a greater understanding of new technologies including augmented reality.</p> <p>Understand what HTML stands for and how a HTML file must be structured.</p>

<p>The ability to create multimedia content (Digital Creativity - DL)</p>	<p>Evaluate digital content. How did you do it? What would you do differently next time? What would you change? Why did you choose that format? How could you make it better next time?</p> <p>To search the internet effectively for information using an advanced search.</p> <p>To record and evaluate video footage using a variety of different angles.</p> <p>Be able to save and share digital work produced.</p> <p>To edit and enhance digital work.</p>
<p>Computer programmes and understanding how computers work (Computer Science -CS)</p>	<p>Introduce the concept of simulations.</p> <p>Build something using a basic build programme.</p> <p>To apply the same principles of sequential instruction using an iPad application or PC using basic flow diagram tools.</p> <p>Understand and create a sprite and a stage with animation.</p> <p>To understand and explain how variables and inputs are used.</p> <p>Understand artificial intelligence (AI) and why it is used in computer games.</p> <p>Build artificial intelligence (AI) into a game.</p> <p>Build scores and timers into a program.</p> <p>Create a HTML file.</p> <p>Change the background colour and font styles of a HTML page.</p> <p>Add an image and text to a web page.</p> <p>Create a list of information on a HTML web page.</p> <p>Present information inside a table in a HTML web page.</p>

