

Computing		Class 4
Autumn Term	Spring Term	Summer Term
<p><u>Writing for a different audience</u> Read / evaluate newspaper reports Extract information from books Produce report style writing Presentation - font / headings, subheadings Edit and refine Produce piece of writing <i>(Software – Microsoft Word, Publisher, 2Simple 2Publish)</i></p> <p><u>Coding 1</u> Introduction to variables Children learn how computers use ‘variables’ to count things and keep track of what is going on. Introduced to creating a ‘score’ or method of counting which is dependent on an input or event that they have coded Children will create simple apps and games which use a score variable. Children will recap the importance of debugging a set of instructions, using logic and reasoning to work out what is wrong when an app doesn’t work as it should <i>(Software – Espresso Coding)</i></p>	<p><u>Coding 2</u> Repetition and loops Children will learn how computers use repetition and loops to do things over and over again without the need to create a long sequence of instructions to do so. Children will learn how objects are animated, and how loops are used to animate these objects continuously until another input is detected. They will also begin to think about cross platform compatibility, creating an app for a smart phone. <i>(Software – Espresso Coding)</i></p> <p><u>Presenting & evaluating information</u> Finding countries Digital information Safe searching Using multiple sources of information to check accuracy Evaluating information Finding data on countries Presentation on chosen country -Title -Text -Images -Data <i>(Software – Internet browser, Google Earth, Barefoot World Atlas on iPad, Microsoft Word, Keynote, Microsoft PowerPoint)</i></p>	<p><u>e-Safety and Sending e-mail</u> Creating home folders Sending group e-mails Sending and receiving Using folders <i>(Software – ‘Lee and Kim’ e-safety resources, 2SimpleEmail)</i></p> <p><u>Coding 3</u> Children will apply the repetition skills they learned to create a simple sequence of instructions for a game or scene of their own design. They will code so that objects move based on an input, interact with each other or repeat until an input is detected. <i>(Software – Scratch Jr)</i></p>