



Curriculum

Year 4 Scheme of Work

Term: Autumn 2

Topic: Computer Science

Key Skills and Knowledge:

National Curriculum Statement

design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts
use sequence, selection, and repetition in programs; work with variables and various forms of input and output

use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs

Key skills and competences

- I can write algorithms and programs to achieve specific goals
- I can write an algorithm to cause an event to happen in response to an input
- I can explore the effects of changing variables in a program.
- I can detect errors in algorithms (sequences of instructions) using the range of features I am familiar with and correct them.
- I can accurately predict the outcome of a program or sequence of instructions that uses the range of commands I am familiar with.
- I can design, modify and refine sequences of instructions - algorithms
- I can explain why I made changes and the stages I went through to do this.

Online safety – Using technology safely – protecting your identity and understanding digital footprints

National Curriculum Statement

use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact

Key skills and competencies

- I know the class rules for staying safe using technology.
- I know that using other people’s digital resources without permission may break copyright rules.
- I ask permission from others before taking, sharing or publishing images, video or recordings of them.
- I acknowledge other people’s work when I have permission to use it.
- I know that anything created using technology can be shared with others e.g. embarrassing videos and images.
- I share what I am doing online with my parents

Reading and Writing Opportunities (Long and Short Activities)

Creative Ideas and Hooks

Write an advert for your game.
Add questions into your game to get to the next level.

Creative ideas and hooks

Create a Christmas game to catch the naughty elves
Extend this for example by tidying up the parcels into the correct coloured sacks.

Links to PSHCE, Equality and British Values Work

Link digital reputation to celebrating differences

Key Vocabulary:

Webpage Layout
Home Page QR code
Menu Publish
Embed
URL

Resources Available / Visits/Visitors

Chromebooks
Google Sites
2Animate
Google Forms

Useful Websites:

Swiggle.org.uk - Child Friendly Search Engine for Kids
[Access the ProjectEvolve Toolkit | ProjectEVOLVE](#)