THE YEAR 4 LEARNER WILL COVER THE FOLLOWING:

AUTUMN 1		AUTUMN 2	
WE ARE INTERNET USERS Using the Internet safely, responsibly & respectfully		**WE ARE CODERS** Making an adventure game	
Knowledge	**Skills**	**Knowledge**	**Skills**
In Year 4, pupils continue to develop their knowledge of what it means to have an online reputation. They learn about the reliability and truth of information online and look at some ways to protect themselves and their reputation. They also learn about ways in which they can be kind to others online.	Demonstrate ways of protecting their online reputation.	In this unit, children design and create an interactive adventure game using a block programming language. They learn how to use a flowchart to plan for different sequences of events and continue to develop their programming knowledge by translating user-based choices into selection statements.	Create a plan that demonstrates multiple sequences of events.
	Identify ways of working out whether information online is reliable.		Write code that can accept typed user input.
	Identify ways in which they can secure their information online by creating strong passwords.		Store and retrieve data using variables.
	Identify what they can do to be kind online.		Use selection statements to provide different outcomes.
			Test and debug the code.

SPRING 1		SPRING 2	
WE ARE MUSICIANS Creating digital music		**WE ARE HTML EDITORS** Making web content with HTML	
Knowledge	**Skills**	**Knowledge**	**Skills**
In this unit, pupils are introduced to digital music. They use software tools to explore different musical concepts including rhythm, tempo, melody and pitch. They then create a composition designed to create a mood for a film soundtrack.	Use one or more programs to edit music.	In this unit, pupils learn about the history of the web, before studying HTML (hypertext mark-up language), the language in which web pages are written. They learn to edit and write HTML, and then use this knowledge to create content for a simple web page.	Understand some technical aspects of how the internet makes the web possible.
	Create and develop a musical composition, refining ideas through reflection and discussion.		Use HTML tags for mark up of text and (optional) style elements and images.
	Discuss how the composition can enhance work in other media.		Use hyperlinks to connect ideas and sources.
			Use HTML to create a simple web page with meaningful content.

SUMMER 1		SUMMER 2	
WE ARE PRODUCT DESIGNERS Prototyping an interactive toy		**WE ARE METEOROLOGISTS** Researching & presenting the weather	
Knowledge	**Skills**	**Knowledge**	**Skills**
In this unit, the children work together to design a simple toy that incorporates sensors and outputs and then create an on-screen prototype of their toy using a block programming language.	Design and make an on-screen prototype of a computer-controlled toy	This unit brings together data measurement, analysis and presentation. Pupils learn about different measurement techniques for weather, both analogue and digital, and look at how to record and present the data in different ways. They learn how to collaborate on a multimedia presentation as they create a weather report.	Use computer-based tools to record weather data.
	Recognise when to use different forms of input and output (such as sensors, switches, motors, lights and speakers)		Use a spreadsheet to create charts.
	Write code to simulate how the toy works.		Analyse data, explore inconsistencies in data and make predictions.
	Test and debug the code.		Combine media using presentation software.