St Marie's Catholic Primary School

Long Term Plan: Computing

		Topic	National Curriculum	Vocabulary	Knowledge	Skills
Year 4		Online safety	Understand computer networks, including the Internet; how they can provide multiple services, such as the World Wide Web; and the opportunities they offer for communication and collaboration. Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.	Computer virus Cookies Copyright Digital footprint Email Identity theft Malware Phishing Plagiarism Spam	To identify appropriate behaviour when participating or contributing to collaborative online projects for learning. To identify the positive and negative influences of technology on health and the environment.	To understand how children can protect themselves from online identity theft. Understand that information put online leaves a digital footprint or trail and that this can aid identity theft. To Identify the risks and benefits of installing software including apps. To understand that copying the work of others and presenting it as their own is called 'plagiarism' and to consider the consequences of plagiarism. To understand the importance of balancing game and screen time

					with other parts of their lives.
	4.4 Writing for different audiences	Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.	Font Bold Italic Underline	To explore how font size and style can affect the impact of a text. To use a simulated scenario to produce a news report. To use a simulated scenario to write for a community campaign	
	4.5 Logo	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	Logo Bk Fd Rt Lt Repeat SETPC SETPS PU PD	To enter data into a graph and answer questions. To solve an investigation and present the results in graphic form.	

	4.7 Effective searches	Understand computer networks, including the Internet; how they can provide multiple services, such as the World Wide Web; and the opportunities they offer for communication and collaboration. Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content.	Easter egg Search Website Internet Search engine Internet browser Spoof webiste	To sort objects using just 'yes' or 'no' questions. To complete a branching database using 2Question. To create a branching database of the children's choice.	
	Coding Scratch	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 Select, use and combine a variety of software (including internet services)	Action Algorithm Bug Code block Code design Command Debug/debugging Design mode Event If Input Output Properties Timer Computer simulation Selection Variable	To use selection in coding with the 'if/ else' command. To understand and use variables in 2Code. To use flowcharts for design of algorithms including selection. To use the 'repeat until' with variables to	To understand and use variables in 2Code. To learn about and use computational thinking terms; decomposition and abstraction.

		on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.			

Theme Key:

	Coding and Computational thinking		Spreadsheets		Internet and Email		Art and Design		Music		Databases and graphing		Writing and Presenting		Communication and networks