



Computing Objectives Year 4

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| Y4 | Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts. | 1) Create and debug an algorithm to create a procedure. | |
| Y4 | | 2) Create and debug an algorithm that uses setpos to draw shapes. | |
| Y4 | | 3) Create and debug an algorithm with different colours | |
| Y4 | | 4) Create and debug an algorithm to fill areas with colour. | |
| Y4 | | 5) Create and debug an algorithm to produce text. | |
| Y4 | | 6) Create and debug an algorithm to draw arcs. | |
| Y4 | | 1) Compare quizzes and decompose a problem into smaller parts. | |
| Y4 | | 1/2) Write and debug a program. | |
| Y4 | | 3) Write and debug a program which use sequence and repetition. | |
| Y4 | | 4) Write and debug a program which uses sequence. | |
| Y4 | | 5) Write a program. | |
| Y4 | | 6) Design, write and debug my own program by selecting appropriate visual block commands to create a sequence. | |
| Y4 | | Use sequence, selection, and repetition in programs; work with variables and various forms of input and output. | 1) Create and debug an algorithm to create a procedure. |
| Y4 | | | 2) Create and debug an algorithm that uses setpos to draw shapes. |
| Y4 | 3) Create and debug an algorithm with different colours. | | |
| Y4 | 4) Create and debug an algorithm to fill areas with colour. | | |

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| Y4 | | 5) Create and debug an algorithm to produce text. |
| Y4 | | 6) Create and debug an algorithm to draw arcs. |
| Y4 | | 2) Use sequence and selection. |
| Y4 | | 3) Write and debug a program which use sequence and repetition. |
| Y4 | | 4) Write and debug a program which uses sequence. |
| Y4 | | 6) Design, write and debug my own program by selecting appropriate visual block commands to create a sequence. |
| Y4 | | 3) Work with variables. |
| Y4 | | 5) Work with variables. |
| Y4 | | 6) Design, write and debug my own program by selecting appropriate visual block commands to create a sequence. |
| Y4 | Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs. | 1) Create and debug an algorithm to create a procedure. |
| Y4 | | 2) Create and debug an algorithm that uses setpos to draw shapes. |
| Y4 | | 3) Create and debug an algorithm with different colours. |
| Y4 | | 4) Create and debug an algorithm to fill areas with colour. |
| Y4 | | 5) Create and debug an algorithm to produce text. |
| Y4 | | 6) Create and debug an algorithm to draw arcs. |
| Y4 | Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content. | 2) Use a search engine accurately. |
| Y4 | | 3) Understand the term 'plagiarism' and how to avoid it. |
| Y4 | | 4) Create a safe online profile. |
| Y4 | | 5) Explain how to be a responsible digital citizen. |
| Y4 | | 6) Create an online safety superhero character. |
| Y4 | Select, use and combine a variety of software | 1) Describe early forms of animation before computers and how computers have made a difference. |
| Y4 | | 2) Create a short computer animation using one or |

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| | (including internet services) | more moving stick figures. |
| y4 | on a range of digital devices | 3) Create a recorded animation involving a number of moving characters on a background. |
| y4 | to design and create a range | 4) Structure specific timing of animations using a time slider. |
| y4 | of programs, systems and | 5) Use a camera to create a short stop-motion animation film |
| y4 | content that accomplish | 6) Analyse and evaluate software. |
| y4 | given goals, including | 1) Format images for a purpose. |
| y4 | collecting, analysing, | 2) Use formatting tools to create an effective layout. |
| y4 | evaluating and presenting | 3) Use the spellcheck tool. |
| y4 | data and information. | 4) Insert and format a table in a word processing document. |
| y4 | | 5) Change a page layout for a purpose. |
| y4 | | 6) Create hyperlinks within a word document. |
| y4 | | 1) Create a comic strip layout using photos in a desk top publisher. |
| y4 | | 2) Edit and enhance photos and text for presentation. |
| y4 | | 3) Arrange and layer objects, including titles and backgrounds. |
| y4 | | 4) Add and arrange photos to a movie presentation, with animation effects. |
| y4 | | 5) Add an audio soundtrack and text captions to a photo sequence. |
| y4 | | 6) Use beginning and ending enhancements to turn a movie maker project into a finished movie file. |
| y4 | Use technology safely, respectfully and responsibly; | 1) Identify how a message can hurt someone's feelings. |
| y4 | recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact. | 1) Say how I should respond to a hurtful message online. |

