



## St Peter's Computing Curriculum Overview

Year 4		
PUPIL NAME		
Strand	Learning Objectives	DATE OBJECTIVE MET
<b>Computer Science</b>		
HARDWARE	<ul style="list-style-type: none"> <li>Know what routers are and their function</li> </ul>	
NETWORK & DATA	<ul style="list-style-type: none"> <li>Know the components of a network</li> </ul>	
	<ul style="list-style-type: none"> <li>Understand that websites and videos are files shared from one computer to another</li> </ul>	
	<ul style="list-style-type: none"> <li>Know the role of packets</li> </ul>	
	<ul style="list-style-type: none"> <li>Know that computer networks provide multiple services such as the WWW and opportunities for collaboration and communication</li> </ul>	
CODING	<ul style="list-style-type: none"> <li>Understand a program as a sequence of statements written in a programming language</li> </ul>	
	<ul style="list-style-type: none"> <li>Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.</li> </ul>	
	<ul style="list-style-type: none"> <li>Create algorithms for a specific purpose</li> </ul>	
	<ul style="list-style-type: none"> <li>Use abstraction to identify the important parts when completing activities</li> </ul>	
	<ul style="list-style-type: none"> <li>Know we can use decomposition to understand the purpose of a script of code</li> </ul>	
	<ul style="list-style-type: none"> <li>Know it can be easier to plan, test and correct parts of an algorithm separately</li> </ul>	
	<ul style="list-style-type: none"> <li>Identify patterns in code</li> </ul>	
	<ul style="list-style-type: none"> <li>Create backgrounds and sprites for games</li> </ul>	
	<ul style="list-style-type: none"> <li>Edit scenery, obstacles or characters</li> </ul>	
	<ul style="list-style-type: none"> <li>Add inputs to control the sprite</li> </ul>	
	<ul style="list-style-type: none"> <li>Use conditional sentences ('if...then' or 'if... else')</li> </ul>	

	<ul style="list-style-type: none"> <li>• Use repetition in programs</li> </ul>	
	<ul style="list-style-type: none"> <li>• Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.</li> </ul>	
	<ul style="list-style-type: none"> <li>• Use sequence, selection, and repetition in programs; work with variables and various forms of input and output.</li> </ul>	
	<ul style="list-style-type: none"> <li>• Additional enrichment content, above and beyond the National Curriculum PoS.</li> </ul> DETAILS:	
Digital Literacy		
Esafety	<ul style="list-style-type: none"> <li>• Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.</li> </ul>	
	<ul style="list-style-type: none"> <li>• 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.</li> </ul>	
	<ul style="list-style-type: none"> <li>• Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content.</li> </ul>	
Information technology		
	<ul style="list-style-type: none"> <li>• 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.</li> </ul>	