

Medium Term Planning Year 4 Computing Summer 2019

Summer One – Music Makers

Curriculum Reference

Use search technologies effectively, and be discerning in evaluating digital content.

Can use software to create and combine content for meaningful purposes.

Can also edit and amend their digital work (text, image, sound etc.) using simple editing tools to both correct and improve it.

Week 1	<u>LI: To make safe online searches.</u>	Discuss how to make safe online searches. Why are some search websites safer than others?
Week 2	<u>LI: To explore Live Loops on Garageband.</u>	Explore the different pre-recorded sounds on tracks. Children create a music clip and save it into Clips.
Week 3	<u>LI: To use Tracks to create an atmospheric piece of music.</u>	Explain to the children that we will be creating a piece of music to accompany a prayer or Psalm which links to their RE topic in RE. Build music clip by adding a single type of loop and then add additional loops as they progress. Demonstrate how to set the grid zoom so that 13 columns can be seen at once. Start each row with a new loop and build the sounds up.
Week 4	<u>LI: To fine tune my performance in Tracks view.</u>	Demonstrate how to use this view to shift, trim and make edits to individual regions to polish your performance. Experiment with the track controls button to see how these affect the sound of the voice when it is played. Use the echo

		and reverb sliders to change the sounds of the voice recording. Play the whole recording back and listen to how it sounds with the new effects. Add audio which will be a suitable Psalm or prayer to suit the current RE topic.
Week 5	<u>LI: To listen to and evaluate my own and others' music clips.</u>	Children are to listen to and self-assess their own podcasts. They will then listen to the podcasts of others and peer-assess.

Summer Two – Create a game with Kodu

Curriculum Reference

Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems: solve problems by decomposing them into smaller parts.

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

Week 1	<u>LI: To email sensibly and safely.</u>	To explain how email works and how to email responsibly.
Week 2	<u>LI: To explore an evaluate an online game and suggest changes for improvement.</u>	Children navigate the game and suggest ways in which they think it could be improved.
Week 3	<u>LI: To make simple edits to an existing game.</u>	Children will use edit mode to program objects.

Week 4	<u>LI: To understand both the 'when' and 'do' parts of a rule.</u>	Use flashcards to demonstrate the 'when' and 'do' commands. Children create their own rules using the flashcards and then apply this to a new online Kodu game.
Week 5	<u>LI: To design their own game using Kodu.</u>	Show children the 'Shooting Fish' game and get them to discuss what the Kodu has been programmed to do. Recap on how to: add computer controlled player, add controls, collect objects, create world, add scores, <i>add a win/lose condition</i> and add paths. Children plan their own game using the design sheet.
Week 6/7	<u>LI: To create their own Kodu game.</u>	Using the design sheet from last week's lesson, children work independently to create their own two-player game. Self and peer-assess when completed.