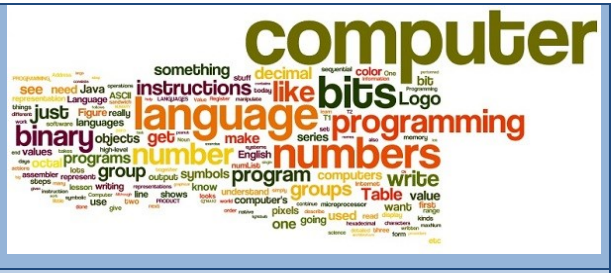
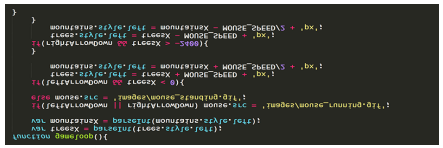
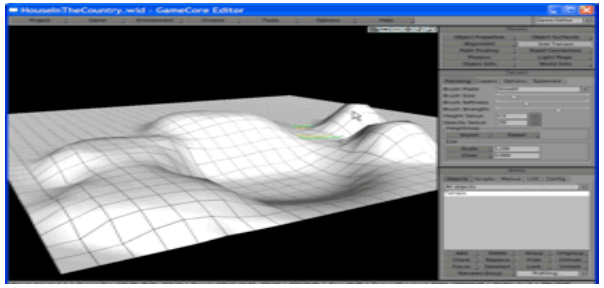
The Meadows Primary Academy

Computer Programming

Year 4



	Autumn Term	Spring Term	Summer Term
Year 4	**We are software developers- developing a simple educational game.** -Develop an educational computer game using selection and repetition. -Understand and use variables. -Start to debug programs. -Recognise the importance of use interface design, including consideration of input and output. 		
	We are musicians— This unit will enable the children to: - use one or more programs to edit music - create and develop a musical composition, refining - their ideas through reflection and discussion - develop collaboration skills - develop an awareness of how their composition can enhance work in other media. 	**We are meteorologists- Presenting weather.** -Understand different measurement techniques for weather, both analogue and digital. -Use computer- based data logging to automate the recording of some weather data. -Use spreadsheets to create charts. -Analyse data, explore inconsistencies in data and make predictions. -Practise using presentation software and, optionally, video.	**We are toy designers- Prototyping an interactive toy.** -Design and make an on-screen prototype of a computer controlled toy. -Understand the different forms of input and output (such as sensors. Switches, motors, lights and speakers). -Design, write and debug the control and monitoring program for their toy.