

# Planning for Computing

# Guiseley Primary School

# Year 4

Autumn 1- The Ancient Greeks	Autumn 2- Welcome to Greece	Spring 1 – If You’re Not From Guiseley
<p style="text-align: center;"><b>e-Safety</b></p> <p>Think carefully about copyright and sourcing images or other media. Think about responsible use of Scratch community (of used).</p>	<p style="text-align: center;"><b>e-Safety</b></p> <p>Think about copyright when sourcing audio or publishing their own compositions. They are encouraged to use Creative Commons licensed content if working with others’ audio files. There’s an opportunity to discuss how copyright relates to music performed in school as well as illegal downloading and sharing of copyrighted music.</p>	<p style="text-align: center;"><b>e-Safety</b></p> <p>Consider copyright when sourcing images or media for their programs and/or uploading their own work to the Scratch site. Searching for content for their programs or viewing others’ games also offer an opportunity to develop safe search habits. If the pupils participate in the Scratch community, they need to think about what information they can share and how to participate positively in an online community, as well as obtaining parental permission.</p>
<p style="text-align: center;"><b>Programming</b></p> <p><b>We are toy designers – prototyping an interactive toy</b> Find out about inputs and outputs. Design a toy. Design the toy in scratch. Program the toy simulation. Test and improve the toy simulation. Present your toy idea.</p>	<p style="text-align: center;"><b>Programming</b></p> <p><b>We are musicians</b> Discuss the type of music you will create. Create music with Isle of Tune. Record sound samples. Use your samples to create a piece of music. Edit your composition. Share your music with an audience</p>	<p style="text-align: center;"><b>Programming</b></p> <p><b>We are software developers.</b> Plan an educational game. Start programming your game. Add repetition and a way of keeping score to your game. Add some graphics and sound to your game. Add different levels to your game. Test and review each other’s games.</p>
<p style="text-align: center;"><b>Computing PoS</b></p> <ul style="list-style-type: none"> <li>Design, write and debug programmes that accomplish specific goals, including controlling or simulating physical systems.</li> <li>Use sequence, selection and repetition in programs; work with various forms of input and output.</li> <li>Use logical reasoning to explain how certain algorithms work and to detect and correct errors in algorithms and programs.</li> </ul>	<p style="text-align: center;"><b>Computing PoS</b></p> <ul style="list-style-type: none"> <li>Understand computer networks including the internet; how they can provide multiple services, such and the world wide web; and the opportunities they offer for communicating.</li> <li>Use technology safely, respectfully</li> </ul>	<p style="text-align: center;"><b>Computing PoS</b></p> <ul style="list-style-type: none"> <li>Debug programs that accomplish specific goals</li> <li>Use sequence, selection and repetition in programs; work with variables and various forms of input and output.</li> <li>Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.</li> </ul>
<p><b>Learning Links</b> DT: Make physical toy constructions and use the computer to control them. English: Speaking and listening – presenting a toy pitch.</p>	<p><b>Learning Links</b> Maths: Division facts – using the beats per bar as a discussion point.</p>	<p><b>Learning Links</b> Maths: Game used for reinforcing mental skills – multiplication and division facts, rounding (decimals) and converting unist of measure. Art: sketch designs.</p>

Spring 2 – Who were the Anglo Saxons?	Summer 1 – The Vikings	Summer 2- The Rainforest
<p style="text-align: center;"><b>e-Safety</b></p> <p>Learn about Wikipedia, considering some strategies for evaluating the reliability of online content as well as the rules and processes that the Wikipedia community has evolved. The pupils develop a shared wiki, thinking carefully about how to safely and responsibly, and considering what conduct is appropriate when collaborating on a shared resource.</p>	<p style="text-align: center;"><b>e-Safety</b></p> <p>How easy it is to create a webpage and the dangers associated with this.            What the risk of using the web are and how children can keep themselves safe when doing so.            Learn how easily web pages can be modified and consider the reliability of web-based content.</p>	<p style="text-align: center;"><b>e-Safety</b></p> <p>Consider the importance of obtaining accurate data for any information – processing work. If the pupils’ film one another, the need ensure appropriate permission is obtained and the recordings are made, edited and shown in safe, respectful and responsible ways. Pupils should think carefully about the implications of uploading their films to the school network or to the internet.</p>
<p style="text-align: center;"><b>Technology in Our Lives</b></p> <p><b>We are co-authors.</b>            Plan the content for a wiki.            Use Wikipedia to find information.            Start work on a class wiki.            Edit each other’s wiki pages.            Edit a Wikipedia page.            Discuss what went well and what you could improve</p>	<p style="text-align: center;"><b>Programing</b></p> <p><b>We HTML editors – editing and writing HTML.</b>            Learn about the web.            Edit HTML in web pages.            Learn how to use HTML tags.            Remix HTML code.            Make your own web page.            Make changes to you web page and share it with others.</p>	<p style="text-align: center;"><b>Handling Data</b></p> <p><b>We are meteorologists</b>            Find out about different ways of measuring the weather.            Record the weather at school.            Look at weather data.            Start to predict the weather.            Prepare your own weather forecast.            Present a TV-style weather forecast.</p>
<p style="text-align: center;"><b>Computing PoS</b></p> <ul style="list-style-type: none"> <li>• Solve problems by decomposing them into smaller parts</li> <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> <li>• Use search technologies effectively</li> <li>• Be discerning in evaluating digital content</li> <li>• Use a variety of software (including internet services) ...to... create ...content ... including ... presenting information</li> </ul>	<p style="text-align: center;"><b>Computing PoS</b></p> <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> <li>• Work with various forms of input and output.</li> <li>• Use technology safely, respectfully ang responsibly.</li> </ul>	<p style="text-align: center;"><b>Computing PoS</b></p> <ul style="list-style-type: none"> <li>• Work with variables and various forms of input and output.</li> <li>• Use logical reasoning to explain how some simple algorithms work.</li> <li>• Use technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content.</li> <li>• Select, use and combine a variety of software (including internet services) on a range of digital systems 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>
<p><b>Learning Links</b>            English: Writing for an audience and purpose. Proof-reading and copy-editing skills. Spellings and grammar.</p>	<p><b>Learning Links</b>            English: Spelling for text based coding is extremely important.            History – Link to Viking communication - how written communication has changed over time.</p>	<p><b>Learning Links</b>            English – speaking and listening: speaking audibly and fluently, participating in presentations and selecting the correct register.            Geography – using the eight points of a compass to consolidate knowledge of UK geography.            Science – Working Scientifically: investigations and collecting data.            Maths – practise interpreting and presenting data.</p>