Year Four   Computing   Success criteria

Unit		Key Learning	🙁	😐	🙂
Coding		To use selection in coding with the 'if/else' command.			
		To understand and use variables in 2Code.			
		To use flowcharts for design of algorithms including selection.			
		To use the 'repeat until' with variables to determine the repeat.			
		To learn about and use computational thinking terms decomposition and abstraction.			
Online Safety		To understand how children can protect themselves from online identity theft.			
		Understand that information put online leaves a digital footprint or trail and that this can aid identity theft.			
		To Identify the risks and benefits of installing software including apps.			
		To understand that copying the work of others and presenting it as their own is called 'plagiarism' and to consider the consequences of plagiarism.			
		To identify appropriate behaviour when participating or contributing to collaborative online projects for learning.			
		To identify the positive and negative influences of technology on health and the environment.			
		To understand the importance of balancing game and screen time with other parts of their lives.			
Spreadsheets		Formatting cells as currency, percentage, decimal to different decimal places or fraction.			
		Using the formula wizard to calculate averages.			
		Combining tools to make spreadsheet activities such as timed times tables tests.			
		Using a spreadsheet to model a real-life situation.			
		To add a formula to a cell to automatically make a calculation in that cell.			
Writing for Different Audiences		To explore how font size and style can affect the impact of a text.			
		To use a simulated scenario to produce a news report.			
		To use a simulated scenario to write for a community campaign.			
Logo		To learn the structure of the coding language of Logo.			
		To input simple instructions in Logo.			
		Using 2Logo to create letter shapes.			
		To use the Repeat function in Logo to create shapes.			
		To use and build procedures in Logo.			
Animation		To discuss what makes a good animated film or cartoon.			
		To learn how animations are created by hand.			
		To find out how 2Animate can be created in a similar way using the computer.			
		To learn about onion skinning in animation.			
		To add backgrounds and sounds to animations.			

		To be introduced to 'stop motion' animation.			
		To share animation on the class display board and by blogging.			
Effective Searching		To locate information on the search results page.			
		To use search effectively to find out information.			
		To assess whether an information source is true and reliable.			
Hardware Investigators		To understand the different parts that make up a computer.			
		To recall the different parts that make up a computer.			