



Year 4 Summer, Computing

Prior Learning (skills and knowledge)

Previously, children have ...

- Collected data and entered in table and database
- Used a table and a database to organise and present information.
- Inserted a table and adjust columns in a table
- Learned the structure of a database
- Explored main extensions of a coding program

Essential skills

This time children will ...

- Use their internet research to create publications and presentations.
- Create a presentation.
- Use a graphic program to create a 2D model.
- Publish a newsletter.



Key vocabulary to be taught/embedded

Publishing:

lay-out, design, spacing, paragraphs

Presenting:

slides, content, arrange, order, transition

Graphical modelling:

cad design, resource bank, grid

Coding:

blocks, sprite, script groups, script area, stage,

Curriculum Links

- History: Invaders and settlers
- English: Publishing, non-fiction texts.
- Art: Computer Aided Designs (CAD)

Key content

Publishing and presenting:

- Research aspects of Anglo-Saxons or Vikings on the internet.
- Publish and present information in a presentation and/or newsletter
- Use basic and more advanced features of presentation program e.g. PowerPoint or Slides
- Consider and apply lay-out and design features of a presentation or publication.

Graphical modelling:

- Use shapes and images to create a 2d map of an Anglo-Saxon village.
- Use colour fill and text to identify and label map features.
- Move and position elements.
- Draw to scale using grid.

Coding:

- Learn the main features (interface) of Scratch.
- Change the look of a sprite and add a backdrop.
- Write a program to make the sprite move.
- Debug the program to find and correct errors.

