



Computing Skills Overview for Year 4

Computing systems and networks – The Internet	Creating media Audio production	Programming A – Repetition in shapes	Data and information – Data logging	Creating media – Photo editing	Programming B – Repetition in games
<ul style="list-style-type: none"> • I can demonstrate how information is shared across the internet • I can describe the internet as a network of networks • I can discuss why a network needs protecting • I can describe networked devices and how they connect • I can explain that the internet is used to provide many services • I can recognise that the World Wide Web contains websites and web pages • I can describe how to access websites on the WWW • I can describe where websites are stored when uploaded to the WWW • I can explain the types of media that can be shared on the WWW • I can explain that internet services can be used to create content online • I can explain what media can be found on websites • I can recognise that I can add content to the WWW • I can explain that there are rules to protect content 	<ul style="list-style-type: none"> • I can explain that the person who records the sound can say who is allowed to use it • I can identify the input and output devices used to record and play sound • I can use a computer to record audio • I can discuss what sounds can be added to a podcast • I can inspect the soundwave view to know where to trim my recording • I can rerecord my voice to improve my recording • I can explain how sounds can be combined to make a podcast more engaging • I can plan appropriate content for a podcast • I can save my project so the different parts remain editable • I can improve my voice recordings • I can record content following my plan 	<ul style="list-style-type: none"> • I can create a code snippet for a given purpose • I can explain the effect of changing a value of a command • I can program a computer by typing commands • I can test my algorithm in a text-based language • I can use a template to create a design for my program • I can write an algorithm to produce a given outcome • I can identify everyday tasks that include repetition as part of a sequence, eg brushing teeth, dance moves • I can identify patterns in a sequence • I can use a count-controlled loop to produce a given outcome • I can choose which values to change in a loop • I can identify the effect of changing the number of times a task is repeated • I can predict the outcome of a program containing a count-controlled loop • I can explain that a computer can repeatedly call a procedure 	<ul style="list-style-type: none"> • I can choose a data set to answer a given question • I can identify data that can be gathered over time • I can suggest questions that can be answered using a given data set • I can explain what data can be collected using sensors • I can identify that data from sensors can be recorded • I can use data from a sensor to answer a given question • I can identify the intervals used to collect data • I can recognise that a data logger collects data at given points • I can talk about the data that I have captured • I can explain that there are different ways to view data • I can sort data to find information • I can view data at different levels of detail 	<ul style="list-style-type: none"> • I can explain why I might crop an image • I can improve an image by rotating it • I can use photo editing software to crop an image • I can experiment with different colour effects • I can explain that different colour effects make you think and feel different things • I can explain why I chose certain colour effects • I can add to the composition of an image by cloning • I can identify how a photo edit can be improved • I can remove parts of an image using cloning • I can experiment with tools to select and copy part of an image • I can explain why photos might be edited • I can use a range of tools to copy between images • I can choose suitable images for my project • I can create a project that is a combination of other images • I can describe the image I want to create 	<ul style="list-style-type: none"> • I can list an everyday task as a set of instructions including repetition • I can modify a snippet of code to create a given outcome • I can predict the outcome of a snippet of code • I can choose when to use a count-controlled and an infinite loop • I can modify loops to produce a given outcome • I can recognise that some programming languages enable more than one process to be run at once • I can choose which action will be repeated for each object • I can evaluate the effectiveness of the repeated sequences used in my program • I can explain what the outcome of the repeated action should be • I can explain the effect of my changes



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<ul style="list-style-type: none">• I can explain that websites and their content are created by people• I can suggest who owns the content on websites• I can explain that not everything on the World Wide Web is true• I can explain why I need to think carefully before I share or reshare content• I can explain why some information I find online may not be honest, accurate, or legal	<ul style="list-style-type: none">• I can review the quality of my recordings• I can arrange multiple sounds to create the effect I want• I can explain the difference between saving a project and exporting an audio file• I can open my project to continue working on it• I can choose appropriate edits to improve my podcast• I can listen to an audio recording to identify its strengths• I can suggest improvements to an audio recording	<ul style="list-style-type: none">• I can identify 'chunks' of actions in the real world• I can use a procedure in a program• I can design a program that includes count=controlled loops• I can develop my program by debugging it• I can make use of my design to write a program	<ul style="list-style-type: none">• I can plan how to collect data using a data logger• I can propose a question that can be answered using logged data• I can use a data logger to collect data• I can draw conclusions from the data that I have collected• I can explain the benefits of using a data logger• I can interpret data that has been collected using a data logger	<ul style="list-style-type: none">• I can combine text and my image to complete the project• I can review images against a given criteria• I can use feedback to guide making changes	<ul style="list-style-type: none">• I can identify which parts of a loop can be changed• I can reuse existing code snippets on new sprites• I can develop my own design explaining what my project will do• I can evaluate the use of repetition in a project• I can select key parts of a given project to use in my own design• I can build a program that follows my design• I can evaluate the steps I followed when building my project• I can refine the algorithm in my design
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