LEAS PARK JUNIOR SCHOOL – Curriculum Progression Map

Year Group: 4 **Subject: Computing**

Topic/Unit ➡ Curriculum Strand ⬇	Autumn: (1) Word Processing / (2) Programming Turtle Logo	Spring: (3) Scratch Quizzes and Questions	Summer: (4) Animation / (5) Photo Stories
Computer Science	Children can • (2) create and debug algorithms in Turtle Logo to program different procedures including procedures with variables: using setpos to draw shapes, using different colours, filling areas with colours, producing text and drawing arcs • (3) write, create and debug programs which use sequence, selection and repetition within Scratch • (3) work with Scratch variables and adjust them to create different effects • (3) use the duplicate function in Scratch • (3) experiment and innovate when programming by decomposing code into smaller parts to create the desire effect Children know • (2,3) code can be designed to achieve different purposes • (3) several codes can run simultaneously		
Digital Literacy	Children can • (4) use search technologies for a purpose effectively and independently Children know • (4) search engines select information using 'ranking' • (Internet Safety Day) know and can recognise acceptable and unacceptable behaviour using technology		
Information Technology	Children can • (1) develop their word processing skills to format images, use formatting tools to create an effective layout and use the spellcheck tool • (1) insert and format a table in a word processing document, change the page layout for a purpose and create hyperlinks within a document • (4) compare a range of animation software and incorporate different techniques into their own animation • (5) use video editing software – Windows Video Editor - to present a 'photo story' with animation effects Children know • (1) how to create a range of different documents in Microsoft Word using their skills from Year 3 and 4 – posters, letters, job rotas, recipe cards • (4,5) what animation is		