	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Knowledge	**ONLINE SAFETY PM 5.2** To gain a greater understanding of the impact that sharing digital content can have. To know how to maintain secure passwords. To understand the advantages, disadvantages, permissions and purposes of altering an image digitally and the reasons for this. To be aware of appropriate and inappropriate text, photographs and videos and the impact of sharing these online. To learn about how to reference sources in their work. **DATABASES PM 5.4** To learn how to search for information in a database.	**CODING PM 5.1** To begin to simplify code. To understand what a simulation is. To know what decomposition and abstraction are in computer science. To understand how to use friction in code. To begin to understand what a function is and how functions work in code. To understand what the different variables types are and how they are used differently. To understand what concatenation is and how it works.	**WORD PROCESSING PM 5.8** To know what a word processing tool is for. To know how to use word wrap with images and text. To introduce children to templates. To consider page layout including heading and columns. **TOUCH TYPING PM 3.4** To introduce typing terminology. To understand the correct way to sit at the keyboard.		**GAME CREATOR PM 5.5** To self and peer evaluate.	**ANIMATION PM 4.6** To discuss what makes a good animated film or cartoon. To learn how animations are created by hand. To find out how animation can be created in a similar way using the computer. To learn about onion skinning in animation. To be introduced to 'stop motion' animation.

Skills	ONLINE SAFETY PM 5.2	CODING PM 5.1	WORD PROCESSING PM 5.8	PROGRAMMING TURTLE LOGO Twinkl Y4	GAME CREATOR PM 5.5	ANIMATION PM 4.6
	To review sources of support when using technology and children's responsibility to one another in their online behaviour. To search the Internet with a consideration for the reliability of the results of sources to check validity and understand the impact of incorrect information. To ensure reliability through using different methods of communication. **DATABASES PM 5.4** To contribute to a class database. To create a database around a chosen topic.	To create a playable game. To program a simulation using 2Code. To take a real-life situation, decompose it and think about the level of abstraction. To understand how to create a string.	To add and edit images to a word document. To change the look of text within a document. To add features to a document to enhance its look and usability. To use tables within MS Word to present information. **TOUCH TYPING PM 3.4** To learn how to use the home, top and bottom row keys. To practise typing with the left and right hand.	To create and debug an algorithm to create a procedure. To create and debug an algorithm that uses setpos to draw shapes. To create and debug an algorithm with different colours. To create and debug an algorithm to fill areas with colour. To create and debug an algorithm to produce text. To create and debug an algorithm to draw arcs.	To plan a game. To design and create the game environment. To design and create the game quest. To finish and share the game.	To add backgrounds and sounds to animations. To share animation on the class display board and by blogging.
Vocabulary	ONLINE SAFETY PM 5.2 Citation Collaborate Communication Copyright Creative Commons Licence Encrypt Identity theft Malware Ownership PEGI ratings Password Personal information Phishing	CODING PM 5.1 Abstraction Action Algorithm Concatenation Debug\ Debugging Decomposition Efficient Flowchart Event Function Input Nesting Object Output	WORD PROCESSING PM 5.8 Bulleted lists Caps Lock Captions Copy and Paste Copyright Creative Commons Cursor Document Font Hyperlink Formatting Merge cells Page Orientation Readability	PROGRAMMING TURTLE LOGO Twinkl Y4 Algorithm Forward (fd) Clear screen (cs) Left (lt) Right (rt) Procedure Random Fill Arc Label Setlabelheight Setpos Setxy	GAME CREATOR PM 5.5 Animation Computer game Customise Evaluation Image Instructions Interactive Screenshot Texture Perspective Playability	ANIMATION PM 4.6 Animation FPS (Frames Per Second) Frame Onion Skinning Pause Stop motion

Reliable source	Physical System	Text wrapping	Setx		
SMART rules	Properties	Word Processing tool	Sety		
Spoof	Repeat	Word Art	Setpensize		
Validity	Selection	**TOUCH TYPING PM 3.4**	Setcolour		
DATABASES PM 5.4	Sequence	Posture	Setpencolour (setpc)		
Arrange	Simplify	Keys	Setfloodcolour (setfc)		
Avatar	Timer	Space bar	Setscreencolour (setsc)		
Chart	Variable	Typing			
Collaborative					
Data					
Database					
Database Report					
Field					
Group					
Record					
Search					
Sort					
Statistics					