



**Computing Curriculum Overview Year B Class 4**

	<b>Autumn 1</b>	<b>Autumn 2</b>	<b>Spring 1</b>	<b>Spring 2</b>	<b>Summer 1</b>	<b>Summer 2</b>
<b>Knowledge</b>	<p><b>ONLINE SAFETY Twinkl Y5</b> To identify a spam email. To know the steps to take to avoid receiving spam emails. To know the rules for creating a strong password. <b>CONCEPT MAPS PM 5.7</b> To understand the need for visual representation when generating and discussing complex ideas. To understand the uses of a 'concept map' To understand how a concept map can be used to retell stories and information.</p>	<p><b>DEVELOPING GAMES (Scratch) Twinkl Y5</b> To understand and use conditional statements in their code, including if...then and if... then...else blocks. To understand simple algorithms by predicting what may happen within their code. To understand how Operators blocks work and use these within their code. To understand decomposition and decompose a problem. To create variables and implement these variables within their code.</p>	<p><b>WRITING FOR DIFFERENT AUDIENCES PM 4.4</b> To explore how font size and style can affect the impact of a text. <b>TOUCH TYPING PM 3.4</b> To introduce typing terminology. To understand the correct way to sit at the keyboard.</p>	<p><b>LOGO PM 4.5</b> To learn the structure of the coding language of Logo.</p>	<p><b>ANIMATION Twinkl Y4</b> To explain what is meant by animation. To evaluate the advantages and disadvantages of some animation software.</p>	<p><b>MAKING MUSIC PM 4.9</b> To identify and discuss the main elements of music. To understand and experiment with rhythm and tempo.</p>
<b>Skills</b>	<p><b>ONLINE SAFETY Twinkl Y5</b> To know what to do with spam emails. To create a range of memorable, strong passwords to use on different platforms. <b>CONCEPT MAPS PM 5.7</b> To understand and use the correct vocabulary when creating a concept map. To create a concept map.</p>	<p><b>DEVELOPING GAMES Twinkl Y5</b> To design and create a simple maze game by: designing backdrops and sprites; using relevant coding blocks; programming consequences for actions completed; adding appropriate effects to enhance the game by including a</p>	<p><b>WRITING FOR DIFFERENT AUDIENCES PM 4.4</b> To use a simulated scenario to produce a news report. To use a simulated scenario to write for a community campaign. <b>TOUCH TYPING PM 3.4</b> To learn how to use the home, top and bottom row keys. To practise typing with the left and right hand.</p>	<p><b>LOGO PM 4.5</b> To input simple instructions in Logo. To use 2Logo to create letter shapes. To use the Repeat function in Logo to create shapes. To use and build procedures in Logo.</p>	<p><b>ANIMATION Twinkl Y4</b> To create a series of linked frames that can be played as a short animation. To control and adjust a time slider to locate a different point in a film clip. To insert images to create a simple stop motion animation short film clip.</p>	<p><b>MAKING MUSIC PM 4.9</b> To create a melodic phrase. To electronically compose a piece of music.</p>



**Computing Curriculum Overview Year B Class 4**

	To create a collaborative concept map and present this to an audience.	backdrop and costume changes. To create variables and implement these variables within their code.			To make slight changes to an image using onion skinning, understanding the term. To edit and refine images in a stop motion animation short film clip.	
<b>Vocabulary</b>	<b>ONLINE SAFETY Twinkl Y5</b> Email Spam Link Privacy Virus Scam Phishing Inbox Junk Sender Subject Passwords Secure Safe Account Online <b>CONCEPT MAPS PM 5.7</b> Concept Concept map Collaborate Connection Node Presentation mode Story mode	<b>DEVELOPING GAMES (Scratch) Twinkl Y5</b> Algorithm Backdrop Consequence Costume Debug Enemy Hero Input Operators Obstacle Output Properties Repeat Score Sequence Sprite Variable	<b>WRITING FOR DIFFERENT AUDIENCES PM 4.4</b> Campaign Format Font Genre Opinion Reporter Viewpoint <b>TOUCH TYPING PM 3.4</b> Posture Keys Space bar Typing	<b>LOGO PM 4.5</b> Debugging Grid LOGO LOGO Commands Multi-line mode Pen Down Pen Up Prediction Procedure Repeat Run Speed SETPC SETPS	<b>ANIMATION Twinkl Y4</b> Animation Backdrop FPS (Frames Per Second) Frame Frame Rate Loop Onion Skinning Pause Play Record Stop Stop Motion	<b>MAKING MUSIC PM 4.9</b> BPM Dynamics Harmonious Melody Pitch Pulse Rhythm Synths Tempo Texture



## Computing Curriculum Overview Year B Class 4