Year 4 – Computing

Knowledge, Skills and Understanding 2018/19

Coding, Robotics and Gaming
• I can use functions to control the movement of sprites
• I know how to code my program to respond to user input from the keyboard.
• I can think in a logical way to make my program work effectively
• I can debug a sequence to correct errors.
• I understand the function of the coding blocks within the algorithm.

Collecting, exploring and recording data
• I know how to check information is accurate.
• I can design a questionnaire to collect information
• I can sort and organise information to use in other ways.
• I can create a database from information I have selected.
• I can make a chart from table of data.

Create and share digital artefacts
• I can use Stop Motion animation app
• I know how to edit my video file in an editor.
• I can add still images / media to the video file in the editor.
• I can save my file as a movie file
• I can add titles, credits and text to a simple movie file.

Digital Communications and the web
• I am aware of how to check website authenticity.
• I know which personal information I should use online.
• I can create and publish information using a web-based editor.

Problem solving and real world tech
• I can use basic shapes in a CAD program
• I can create a design in 2D for a real purpose.
• I know how to construct a 3D model from a 2D design.
• I can Save and Export my work

Produce, edit and publish media
• I can combine text and images to create a news article.
• I can use consistent layout in my publication.
• I can use picture properties to edit & add effects
• I can sequence images and add sound in a video editor.