

Year 4

Computing

Age Related Expectations

Coding

Understand simple control principles and processes. Begin to apply these logically to control devices. Understand what an input and output is in computing terms and how it impacts on the program's operation. Understand and use simple sensors within their programming, knowing that when creating sequences to control devices, accuracy is essential to a successful operation.

Digital Content

Have good internet skills; including, knowing about the importance of accuracy, know about keywords when using the internet and databases, being able to check and evaluate results, developing searches on two criteria. Be aware that web pages on the internet have been created by others and can contain external links.

Application

Know that information can be accessed across a range of devices and technologies. Know that different applications and software are used for specific purposes and can be used to share information with others. Be able to select appropriate applications and software to achieve a specific task, e.g. create a poster.

E-Safety

Be aware of the school's Acceptable Use Policy and its sanctions, knowing about the use of passwords, security and electronic communication protocols. Know what to do regarding inappropriate content or contact. Have an awareness of ownership of material and content. Appreciate the risks and benefits of content and contacts through online communication.