

COMPUTING CURRICULUM Y3 & Y4

	Computing systems and networks	Creating media	Programming A	Data and information	Creating media	Programming B
Year 3	Connecting computers (3.1)	Stop-frame animation (3.2)	Sequencing sounds (3.3)	Branching databases (3.4)	Desktop publishing (3.5)	Events and actions in programs (3.6)
Year 4	The internet (4.1)	Audio production (4.2)	Repetition in shapes (4.3)	Data logging (4.4)	Photo editing (4.5)	Repetition in games (4.6)

Unit Summaries

	Computing systems and networks	Creating media	Programming A	Data and information	Creating media	Programming B
Year 3	<p>Connecting computers Identifying that digital devices have inputs, processes, and outputs, and how devices can be connected to make networks.</p>	<p>Stop-frame animation Capturing and editing digital still images to produce a stop-frame animation that tells a story.</p>	<p>Sequencing sounds Creating sequences in a block-based programming language to make music.</p>	<p>Branching databases Building and using branching databases to group objects using yes/no questions.</p>	<p>Desktop publishing Creating documents by modifying text, images, and page layouts for a specified purpose.</p>	<p>Events and actions in programs Writing algorithms and programs that use a range of events to trigger sequences of actions.</p>
Year 4	<p>The internet Recognising the internet as a network of networks including the WWW, and why we should evaluate online content.</p>	<p>Audio production Capturing and editing audio to produce a podcast, ensuring that copyright is considered.</p>	<p>Repetition in shapes Using a text-based programming language to explore count-controlled loops when drawing shapes.</p>	<p>Data logging Recognising how and why data is collected over time, before using data loggers to carry out an investigation.</p>	<p>Photo editing Manipulating digital images, and reflecting on the impact of changes and whether the required purpose is fulfilled.</p>	<p>Repetition in games Using a block-based programming language to explore count-controlled and infinite loops when creating a game.</p>

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