Computing Overview KS2 Year 4 (Level 2)

Year 4		Autumn		Spring		Summer	
		iJam - iDance	iProgram – Advanced iFunction	iOffice – iSocial	iCreate – iEdit	iCommunicate– iPublish	iTech – iBlast Off
		Children will begin listening to a variety of popular dance music styles and analysing key elements that distinguish one genre from another. These findings will then be applied when pupils create a short composition in their chosen genre. Elements such as dynamics and pitch will be explored and applied to the compositions. The concept of the 'Audio Spectrum' will be introduced and participants will begin to use stereopanning and level controls to improve their music's balance and texture.	Advanced iFunction looks at creating programs to solve real-world problems. Building upon their knowledge of 'Blockly' from Level 1. Children will apply logical reasoning and computational thinking to create games, control solutions and solve other problems, mimicking the real-world application of programming. Pupils will also be introduced to written programming languages and learn basic syntax.	Children will be presented with a hypothetical scenario where all social media platforms have been removed from the internet. They will then be tasked with designing and creating their own social media platform to fill the gap in the market. Throughout the half term, children will use more advanced functions in Word to plan their ideas before finally collating them into a Keynote ready to be presented to their peers.	During this module children will learn basic and advanced editing techniques and video effects to produce a music video. Children will edit, cut and splice footage supplied to them in order to create their final video. Children will utilise search functions within the app iMovie to sift through stock videos and choose appropriate clips to match the audio.	Children will learn the fundamentals of photography and editing before moving on to the uses for their photography. They will design and produce a magazine around a theme chosen by the children. To finish off the half term pupils will look at different ways of publishing their magazine in our digital age.	Children will research, plan and present a mission to Mars. Using research, design and simulation apps, the children must decide what their mission will be and see if it would be successful. Will they perform scientific experiments on the planet or bring samples back home to test? Children will explore areas of physics such as forces and space as well as utilising apps to research information and present data.
ESafety		Identify how a message can hurt someone's feelings. (CEOP – Block him right good Alfie CEOP – Who's Maguns? CEOP – They have fans but we have friends), Suggest how I should respond to a hurtful message online, use a search engine accurately. Understand the term 'plagiarism' and how to avoid it. create a safe online profile, explain how to be a responsible digital citizen.					