

## Technology in our lives

Say whether a resource they are using is on the Internet, the school network or their device.

Identify key words to use when searching safely on the World Wide Web.

Think about the reliability of information they read on the World Wide Web.

Say how to check who owns photos, text and clipart.

Create a hyperlink to a resource on the World Wide Web.

Recognise that websites use different methods to advertise products

## Handling Data

Organise data in different ways.

Collect data and identify where it could be inaccurate.

Plan, create and search a database to answer questions.

Choose the best way to present data to their friends.

Use a data logger to record and share their readings with their friends.

## End of Year Expectations



## Computing

## Year 4

## E-Safety

Choose a secure password and screen name when they are using a website.

Talk about the ways they can protect themselves and their friends from harm online.

Use the safety features of websites as well as reporting concerns to an adult.

Know that anything they share online can be seen by others.

Choose websites, apps and games that are appropriate for their age.

Help their friends make good choices about the time they spend online.

Talk about why they need to ask a trusted adult before downloading files and games from the Internet.

Comment positively and respectfully online and through text messages.

## Multimedia

Use photos, video and sound to create an atmosphere when presenting to different audiences.

Be confident to explore new media to extend what they can achieve.

Change the appearance of text to increase its effectiveness.

Create, modify and present documents for a particular purpose.

Use a keyboard confidently and make use of a spellchecker to write and review their work.

Use an appropriate tool to share their work and collaborate online.

Give constructive feedback to their friends to help them improve their work and refine their own work.

## Programming

Use logical thinking to solve an open-ended problem by breaking it up into smaller parts.

Use an efficient procedure to simplify a program.

Use a sensor to detect a change which can select an action within my program.

Know that they need to keep testing their program while they are putting it together.

Use a variety of tools to create a program.

Recognise an error in a program and debug it.

Recognise that an algorithm will help them to sequence more complex programs.

Recognise that using algorithms will also help solve problems in other learning such as Maths, Science and Design and Technology.