Key Stage 2
YEAR 4 COMPUTING

National Curriculum KS2 Programme of Study	Chris Quigley Essential Skills Milestone 2	
Pupils should be taught to: • design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts • use sequence, selection, and repetition in programs; work with variables and various forms of input and output • use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs • understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration • use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content • select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information • use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.	**1. To code (using Scratch) <u>Motion</u>**	• Use specified screen coordinates to control movement.
	1. To code (using Scratch) <u>Sound</u>	• Create and edit sounds. Control when they are heard, their volume, duration and rests
	1. To code (using Scratch) <u>Events</u>	• Specify conditions to trigger events.
	1. To code (using Scratch) <u>Control</u>	• Use IF THEN conditions to control events or objects.
	1. To code (using Scratch) <u>Sensing</u>	• Create conditions for actions by sensing proximity or by waiting for a user input (such as proximity to a specified colour or a line or responses to questions).
	1. To code (using Scratch) <u>Operators</u>	• Use the Reporter operators () * () () / () to perform calculations.
	2. To connect	• Understand the term 'copyright' • Understand how online services work.
	3. To communicate	• Use some of the advanced features of applications and devices in order to communicate ideas, work or messages professionally.