



Computing

Develop Test Innovate



Year Group	Unit Title	End Points
4	Computer Systems- The Internet	• Demonstrate how information is shared across the internet • Discuss why a network needs protecting • Recognise that the World Wide Web is the part of the internet that contains websites and web pages • Describe how to access websites on the WWW • Create media which can be found on websites • Explain that there are rules to protect content • Explain that not everything on the World Wide Web is true
4	Audio Editing	• Identify digital devices that can record sound and play it back • Use a device to record audio and play back sound • Plan and write the content for a podcast • Save a digital recording as a file • Edit sections of an audio recording • Use editing tools to arrange sections of audio • Explain that digital recordings need to be exported to share them
4	Coding	• Program a computer by typing commands • Create a code snippet for a given purpose • Write an algorithm to produce a given outcome • Use a count-controlled loop to produce a given outcome • Choose which values to change in a loop • Design a program that includes count-controlled loops • Make use of a design to write a program
4	Photo Editing	• Identify changes that we can make to an image • Change the composition of an image by selecting parts of it • Identify how an image has been retouched • Choose appropriate tools to retouch an image • Sort images into 'fake' or 'real' and explain choices • Consider the effect of adding other elements to my work
4	Data Logging	• Choose a data set to answer a given question • Explain that sensors are input devices • Use data from a sensor to answer a given question • Import a data set • Plan how to collect data using a data logger • Interpret data that has been collected using a data logger

4	Programming	• Predict the outcome of a snippet of code • Modify a snippet of code to create a given outcome • Modify loops to produce a given outcome • Choose when to use a count-controlled and an infinite loop • Choose which action will be repeated for each object • Identify which parts of a loop can be changed • Develop own design explaining what a project will do
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