

Computing

Year 4 - Topic: Effective Searching



End Points:

- To understand what a search engine is, how it works and how to use simple keywords to find information online.
- To understand how search engines collect, sort and rank results, and why some results appear first.
- To learn advanced ways to improve searches so we can find the most accurate and useful results quickly.
- To develop strategies to judge whether information online is true and if sources can be trusted.

Key vocabulary:

Search bar	Crawl
Keywords	Search Engine
Rank	Snippet
Filter	Refine
Index	Relevance

Computing

Year 4 - Topic: Composing Beats



End Points:

- To identify and discuss the main elements of music.
- To understand and experiment with rhythm and tempo.
- To create a melodic phrase using varied notes and pitch.
- To compose a piece of electronic music.

Key vocabulary:

BPM	patch
sample	dynamics
pitch	synth
electronic music	pulse
Tempo	ripler
melody	rhythm

Computing

Year 4 - Topic: Coding



End Points:

- To create a simple computer program using coding structures previously encountered.
- To know what selection means in computer programming.
- To know how to use co-ordinates in computer programming.
- To explore methods that introduce loops in coding.
- To understand what a variable is in programming.
- To create a game that keeps score.

Key vocabulary:

coordinates	if statement
input	repeat
loop	tinker
timer	object

Computing

Year 4 - Topic: Sound Stories



End Points:

- To understand what makes audiobooks effective and identify the key features that make them engaging.
- To plan and write a script for an engaging audiobook.
- To record clear narration and add sound effects to an audiobook.
- To edit, improve and finalise an audiobook using recording and sound design tools.

Key vocabulary:

Audiobook	Playback
Recording	Timeline
Edit	Sound effects
Editor	Track
Final Mix	

Computing

Year 4 - Topic: Logo



End Points:

- To know key commands and input simple instructions.
- To use a variety of commands to create shapes using multi-line mode.
- To use the Repeat command.
- To change the line thickness and colour.
- To use procedures to write instructions.

Key vocabulary:

logo	pen down
repeat	logo commands
pen up	set PC
multi-line mode	procedure
set PS	

Computing

Year 4 - Topic: Animation



End Points:

- To understand what animation is.
- To understand the term onion skinning and be able to use this technique for 2D computer animations.
- To know how to enhance simple animations using animation software.
- To plan an animation.
- To create a narrative through animation.
- To evaluate animations.

Key vocabulary:

animation	frame
copy frame	animation software
frame per second	stop motion
background	onion skinning
storyboard	sound effect