Individually Strong, Collectively Stronger!

Computing			Year 4		
Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
CS - Logo Turtle Mania - J2code (6) LI: To create squares or rectangles using J2code - Logo. LI: To investigate the language used in J2code - Logo. LI: To draw your own Logo letters. LI: To revise basic Logo commands and introduce the repeat command. LI: To build a simple procedure so that the logo 'learns' and 'draws' our program. LI: To draw shapes using a procedure.	**IT - My exciting world landmarks - J2e5 (3)** LI: To understand how to make an efficient search online and compare three search engines. LI: To understand that search engines rank sites. LI: To create a presentation that shows an understanding of copyright and referencing. **IT - Creating an alien landscape - Pixlr (3)** LI: To understand protocols for searching online and using suitable images. LI: To manipulate an image using Pixlr. LI: To investigate and explore photo manipulation further.	**DL - Let's Email - Pupil email (2)** LI: To find interesting information which can be emailed to others. LI: To collaborate with others by writing and receiving information via email. **DL - Internet scenario cards - Unplugged (1)** LI: To discuss issues about social networking. **Safer Internet Day - 11.02.2021**	**DL - Internet search and presentation - (4)** LI: To locate and save images using NEN LI: To collect relevant information LI: To create a presentation using relevant information from previous sources. LI: To share presentation and receive a comment through a shared blog.	**IT - Weather Data - J2data (3)** LI: To find weather information from a national resource. LI: To create a data file using J2data. LI: To find answers to questions using a prepared data file. **IT - What's a spreadsheet? - J2data (3)** LI: To explore using a spreadsheet and preform simple calculations. LI: To understand and explore basic formulae. LI: To use a spreadsheet to store and handle a data file.	**CS - Apple Hunt (2)** LI: To explore a game and save it with a new name. LI: To make simple edits to an existing game. **CS - Create a Kodu game - Kodu (4)** LI: To revisit and reintroduce Kodu. LI: To design a Kodu game. LI: To create a Kodu game. LI: To evaluate other Kodu games.