



## Computing- Long Term Plan (2024 - 25) - Year 4 only

<b>Autumn 1</b>	<p>Recap of key skills: Word processing skills and use of Google Chrome and Teach Computing Curriculum Unit 4.1 - The internet</p> <p>(Software - Microsoft Word and use of the World Wide Web on desktop computers or ipads)</p>
<b>Autumn 2</b>	<p>Teach Computing Curriculum Unit 4.3 - Repetition in shapes</p> <p>(Software - FMS Logo or Turtle academy)</p>
<b>Spring 1</b>	<p>Teach Computing Curriculum Unit 4. 6 - Repetition in games</p> <p>(Software - Scratch) E-safety week - Digital literacy</p>
<b>Spring 2</b>	<p>Teach Computing Curriculum Unit 4.4 - Data logging</p> <p>(Software - VU+ Data loggers)</p>
<b>Summer 1</b>	<p>Teach Computing Curriculum Unit 4.2 - Audio editing</p> <p>(Software - Audacity)</p>
<b>Summer 2</b>	<p>Teach Computing Curriculum Unit 4.5 - Photo editing</p> <p>(Software - paint.net then Shadow puppet - ipads)</p>
	<p><b>Be Internet Legends (Digital literacy)</b></p> <p>Be Internet Secure Be Internet Kind</p>

National curriculum: Computer science	Computing systems and networks
National curriculum: Computer science	Programming
National curriculum: Information technology	Data and Information
National curriculum: Information technology	Creating media

YWJS use the NCCE Teach Computing Scheme of work to deliver the Computing National Curriculum. We also use the Be Internet Legends scheme of work and units of work from Project Evolve, linked to the Education for a Connected World document, to deliver Digital Literacy throughout the year.