	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Year 4	**Computing systems and networks** **Lesson breakdown:** 1. Connecting networks 2. What is the internet made of? 3. Sharing information 4. What is a website? 5. Who owns the web? 6. Can I believe what I read? **Project Evolve:** Online bullying • Recognise when someone is upset, hurt • Think carefully on hurtful content. **Key knowledge:** • Computer networks including the internet can provide multiple services • Use search technologies effectively, E-safety needs to be considered when publishing content. • Using technology safely, respectfully, and responsibly; recognising acceptable /unacceptable behaviour **Vocabulary:** Internet, network, router, server, wireless access point (WAP), website, routing, web browser, World Wide Web	**Creating Media – Audio production** **Lesson breakdown:** 1. Digital recording 2. Recording sounds 3. Creating a podcast 4. Editing digital recordings 5. Combining audio 6. Evaluating podcasts **Project Evolve:** Online relationships • Strategies for safe / fun experiences • How shared online content can affect opinions / beliefs. **Key knowledge:** • Input devices (microphones) take in information to be processed • Output is the result of data processed by a computer • A podcast is a program made in digital format for download over the internet. • WWW refers to the World Wide Web **Vocabulary:** Audio, microphone, input device, output device, podcast, edit, import, playback, export.	**Programming A – Repetition in shape** **Lesson breakdown:** 1. Programming a screen turtle 2. Programming letters 3. Patterns and repeats 4 .Using loops to create shapes 5. Breaking things down 6. Creating a program **Project Evolve:** Health, wellbeing and lifestyle • Situations for limiting time using technology **Key knowledge:** • An algorithm is a set of ordered steps • A program is a set of commands run by a computer to complete a task • A loop is a command that repeatedly runs a code • Code is a set of instructions or commands **Vocabulary:** Logo (programming environment), program, turtle, commands, algorithm, design, debug, repetition, count-controlled loop.	**Data and information – Data logging** **Lesson breakdown:** 1. Answering questions 2. Data collection 3. Logging 4. Analysing data 5. Data for answers 6. Answering my questions **Project Evolve:** Review previous units **Key knowledge:** • Input is placing information into the computer • Output is the result of data processed by a computer • Being interactive means a two-way flow of information. • Testing and improving your data helps to debug any problems. **Vocabulary:** Data, table, sensor, logger, data point, interval, analyse, dataset, review	**Creating media – Photo editing** **Lesson breakdown:** 1. Changing digital images 2. Changing the composition of images 3. Changing images for different uses 4. Retouching images 5. Fake images 6. Making and evaluating a publication **Project Evolve:** Self-image and identity • Difference in online / offline identities • People online can pretend to be someone **Key knowledge:** • Digital images can be changed and edited • Edited images can have a positive or negative impact • Digital content exists in the form of digital data. HTML (HyperText Markup Language) **Vocabulary:** Image, edit, digital, crop, rotate, clone, made up, real, composite.	**Programming B – Repetition in games** **Lesson breakdown:** 1. Using loops to create shapes 2. Different loops 3. Animate your name 4. Modifying a game 5. Designing a game 6. Creating our games **Project Evolve:** Managing online information • Describe methods used to encourage people to buy online. **Key knowledge:** • An algorithm is a set of ordered steps • A loop is a command that repeatedly runs a code • HTTP stands for Hyper Text Transfer Protocol. • To debug is finding / correcting problems. **Vocabulary:** Programming, sprite, blocks, code, loop, animate, duplicate, algorithm, debug.