

	Year 4		
Autumn 1	Computing systems and networks	Autumn 2	Programming
	<b>Collaborative learning</b> Learning how to work collaboratively and exploring a range of collaborative tools.		<b>Further coding with Scratch</b> Revisiting the key features of the programme Scratch and beginning to use 'variables' in code scripts.
Spring 1	Computing systems and networks	Spring 2	Computing systems and networks
	<b>Website design</b> Learning how web pages and sites are created and how to embed media and links.		<b>HTML</b> Learning about the markup language behind a webpage; becoming familiar with HTML tags, changing HTML and CSS code to alter images and 'remixing' a live website.
Summer 1	Creating media	Summer 2	Data handling
	<b>Computational thinking</b> Solving problems effectively using the four areas of abstraction, algorithm design, decomposition and pattern recognition.		<b>Investigating weather</b> Researching and storing data on spreadsheets and designing a weather station.
Online safety	Online safety		
	<b>Online safety Y4</b> Searching for information and making a judgement about the probable accuracy; recognising adverts and pop-ups; understanding that technology can be distracting.		