

Year 4			
Autumn 1	Computing systems and networks	Autumn 2	Programming
	Collaborative learning Learning how to work collaboratively and exploring a range of collaborative tools.		Further coding with Scratch 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
	Website design Learning how web pages and sites are created and how to embed media and links.		HTML 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
	Computational thinking Solving problems effectively using the four areas of abstraction, algorithm design, decomposition and pattern recognition.		Investigating weather Researching and storing data on spreadsheets and designing a weather station.
Online safety	Online safety		
	Online safety Y4 Searching for information and making a judgement about the probable accuracy; recognising adverts and pop-ups; understanding that technology can be distracting.		