



All Saints CE Primary School and Nursery

Medium Term Planning



Class teacher: Mrs Korzeniewski

Year group: 4

Term: Autumn 2

Subject: Computing - Computing systems & Networks

Lesson	Learning Goal (L.G.) Catch up Unit 2	Brief outline of lesson content (or where this can be found/unit found in, if for example it is a published scheme such as Science, Kapow French or Music, Purple Mash computing)	Key Vocabulary covered
1	LG: how to stay safe online	<p>Lesson 2: How do companies encourage us to buy online? To describe some of the methods used to encourage people to buy things online</p> <p>https://www.kapowprimary.com/subjects/computing/lower-key-stage-2/year-4/year-4-online-safety/</p>	
2	LG: to understand what debugging is	<p>Kapow Computing: Lesson 1 unplugged debugging</p> <p>https://www.kapowprimary.com/subjects/computing/key-stage-1/year-2/algorithms-and-debugging/lesson-5-unplugged-debugging-2/</p> <p>Using their knowledge of debugging, robots are physically constructed via an unplugged algorithms activity</p>	See Kapow Computing
3	LG: to explore a programming application	<p>Lesson 2: tinkering with scratch</p> <p>https://www.kapowprimary.com/subjects/computing/lower-key-stage-2/year-3/programming-scratch/lesson-1-</p>	

		tinkering-with-scratch/ Children familiarise themselves with 'Scratch': predicting, exploring and explaining as they go, then learn how to create 'sprites' and 'tinker' to explore the functionality of the different blocks available	
4	LG: to use repetition (a loop) in a program	Lesson 3: using loops https://www.kapowprimary.com/subjects/computing/lower-key-stage-2/year-3/programming-scratch/lesson-2-using-loops/ Using Scratch, children create musical instruments using either the 'sound' blocks, real musical notes or by selecting sounds from the library, using 'loops' to create the repetition found in most music pieces	
5	LG: to program an animation	Lesson 4: making an animation https://www.kapowprimary.com/subjects/computing/lower-key-stage-2/year-3/programming-scratch/lesson-3-making-an-animation/ Children 'remix' an animation and make it their own by altering the program's code, following a set of challenges or suggested alterations to the animations	
6	LG: to recognise basic inputs and outputs	Lesson 5: inputs and outputs https://www.kapowprimary.com/subjects/computing/lower-key-stage-2/year-3/journey-inside-a-computer/lesson-1-inputs-and-outputs/	

		Learning about the different forms of inputs and outputs and their functions; developing their understanding that computers follow instructions.	
--	--	--	--