	Year 3	Year 4
Computing systems and networks	**Connecting Computers (3.1)**	**The internet (4.1)**
	To explain how digital devices function	To describe how networks physically connect to other networks
	To identify input and output devices	-To recognise how networked devices make up the internet
	-To recognise how digital devices can change the way we work	-To outline how websites can be shared via the World Wide Web (WWW)
	-To explain how a computer network can be used to share information	-To describe how content can be added and accessed on the World Wide Web (WWW)
	-To explore how digital devices can be connected	-To recognise how the content of the WWW is created by people
	-To recognise the physical components of a network	-To evaluate the consequences of unreliable content
Creating Media A	**Stop-frame animation (3.2)**	**Photo editing (4.2)**
	To explain that animation is a sequence of drawings or photographs	To identify that sound can be recorded
	-To relate animated movement with a sequence of images	-To explain that audio recordings can be edited
	-To plan an animation	-To recognise the different parts of creating a podcast project
	-To identify the need to work consistently and carefully	-To apply audio editing skills independently
	-To review and improve an animation	-To combine audio to enhance my podcast project
	-To evaluate the impact of adding other media to an animation	-To evaluate the effective use of audio
Programming A	**Sequencing Sounds (3.3)**	**Repetition in shapes (4.3)**
	To explore a new programming environment	To identify that accuracy in programming is important
	-To identify that commands have an outcome	-To create a program in a text-based language
	-To explain that a program has a start	-To explain what 'repeat' means
	-To recognise that a sequence of commands can have an order	-To modify a count-controlled loop to produce a given outcome
	-To change the appearance of my project	-To decompose a task into small steps
	-To create a project from a task description	-To create a program that uses count-controlled loops to produce a given outcome
Data and information	**Branching Databases (3.4)**	**Data logging (4.4)**
	To create questions with yes/no answers	To explain that data gathered over time can be used to answer questions
	-To identify the attributes needed to collect data about an object	-To use a digital device to collect data automatically
	-To create a branching database	-To explain that a data logger collects 'data points' from sensors over time
	-To explain why it is helpful for a database to be well structured	-To recognise how a computer can help us analyse data
	-To plan the structure of a branching database	-To identify the data needed to answer questions
	-To independently create an identification tool	-To use data from sensors to answer questions
Creating media B	**Desktop Publishing (3.5)**	**Photo editing (4.5)**
	To recognise how text and images convey information	To explain that the composition of digital images can be changed
	-To recognise that text and layout can be edited	-To explain that colours can be changed in digital images
	-To choose appropriate page settings	-To explain how cloning can be used in photo editing
	-To add content to a desktop publishing publication	-To explain that images can be combined
	-To consider how different layouts can suit different purposes	-To combine images for a purpose
	-To consider the benefits of desktop publishing	-To evaluate how changes can improve an image

Programming B	Events and actions in Programs (3.6)	Repetition in games (4.6)
	To explain how a sprite moves in an existing project	To develop the use of count-controlled loops in a different programming environment
	-To create a program to move a sprite in four directions	-To explain that in programming there are infinite loops and count controlled loops
	-To adapt a program to a new context	-To develop a design that includes two or more loops which run at the same time
	-To develop my program by adding features	-To modify an infinite loop in a given program
	-To identify and fix bugs in a program	-To design a project that includes repetition
	-To design and create a maze-based challenge	-To create a project that includes repetition