



End of Year Expectations Computing Year 4

SMSC

- Spiritual Development – Use of Imagination & creativity in their learning
Willingness to reflect on their experiences
- Moral Development – Ability to recognise the between right & wrong
Consequences of actions & behaviour
Investigation moral & ethical views
- Social Development - Working with peers
Recognising rights of others
- Cultural development – Appreciation of different cultures
Investigating & understanding national & global communities

MATHS

- I can use the formula wizard to add data in a spreadsheet
- I can use data in a spreadsheet to create a line graph
- I can use a spreadsheet for budgeting
- I can explore place value with a spreadsheet

SEN

- The use of technology to train or rehearse: to support pupils with SEN gain literacy and numeracy skills e.g. lexia & maths games
- The use of technology to assist learning removing barriers to communication and interaction.
- The use of technology to enable learning: technology plays an active role in the learning process, perhaps by asking questions, intervening in an activity or presenting interactive scenarios or simulations.

LITERACY

- I can explore how font size and style can affect the impact of a piece of text.
- I can use a simulated scenario to produce a news report
- I can use a simulated scenario to write a community campaign.
- I can create an animation to create a story
- I can create a leaflet to explain the function of the parts of a computer.
- I can search effectively to find out information

CAREERS

- | | |
|--------------------------|------------------------|
| App developer | Software Engineer |
| Video Game designer | IT Security Specialist |
| Computer Systems Analyst | Web Designer |
| Technology Manager | Database Administrator |
| Network Administrator | Cyber Security Analyst |
| Data Analyst | Special Effects Artist |
| Multimedia editor | Office Worker |
| Teacher | Business Manager |

COLLABORATION

- Working in groups to produce a collaborative piece of work
- Class blogs showing links to the community and informing parents of learning.
- Use of QR codes on displays & in books to bring learning to life.

