

Year 3 & 4 Cycle A 2024 -2025
Computing – Medium Term Planning

Autumn 1 Computing Systems and Networks: Connecting computers (DL)	Autumn 2 Creating Media: Desktop Publishing (IT)	Spring 1 Programming A : Sequencing Sounds (CS)	Spring 2 Data & Information: Branching databases (IT)	Summer 1 Creating Media: Stop-frame animation (IT)	Summer 2 Programming B: Repetition in shapes (CS)
1) To explain how digital devices function 2) To identify input and output devices 3) To recognise how digital devices can change the way we work 4) To explain how a computer network can be used to share information 5) To explore how digital devices can be connected 6) To recognise the physical components of a network	1) To recognise how text and images convey information 2) To recognise that text and layout can be edited 3) To choose appropriate page settings 4) To add content to a desktop publishing publication 5) To consider how different layouts can suit different purposes 6) To consider the benefits of desktop publishing	1) To explore a new programming environment 2) To identify that commands have an outcome 3) To explain that a program has a start 4) To recognise that a sequence of commands can have an order 5) To change the appearance of my project 6) To create a project from a task description	1) To create questions with yes/no answers 2) To identify the object attributes needed to collect data about an object 3) To create a branching database 4) To explain why it is helpful for a database to be well structured 5) To plan the structure of a branching database 6) To independently create an identification tool	1) To explain that animation is a sequence of drawings or photographs 2) To relate animated movement with a sequence of images 3) To plan an animation 4) To identify the need to work consistently and carefully 5) To review and improve an animation 6) To evaluate the impact of adding other media to an animation	1) To identify that accuracy in programming is important 2) To create a program in a text-based language 3) To explain what 'repeat' means 4) To modify a count-controlled loop to produce a given outcome 5) To decompose a program into parts 6) To create a program that uses count-controlled loops to produce a given outcome