

SUBJECT: Computing				YEAR GROUP: 4		
Half-Term	Aut1 Purple Mash - Unpacking Hardware and Software Purple Mash - Animation	Aut2 Purple Mash – Logo Microsoft PowerPoint	Spr1 Purple Mash – Sound stories Purple Mash – Effective searching	Spr2 Purple Mash – Micro:bits	Summ1 Purple Mash – Composing Beats Microsoft PowerPoint	Summ2 Purple Mash – Introduction to AI Microsoft Word
Statement of Intent	Children will develop an understanding of how computer systems work through exploring hardware and software. Children will apply their creativity by designing, creating and refining digital animations for a specific purpose and audience.	Children will develop computational thinking through programming and debugging, while learning how to create effective digital presentations for a specific audience.	Children will develop their digital creativity and critical thinking by creating digital stories using sound and media. Children will evaluate online information for accuracy and reliability.	Children will develop their understanding of physical computing by creating and testing programs that control Micro:Bit devices, applying computational thinking and problem-solving skills to achieve specific outcomes.	Children will develop their creativity and digital communication skills by creating digital music and designing effective presentations tailored to a specific audience.	Children will develop their digital literacy by exploring how AI is used in everyday life and learning to create and present information effectively using word processing software while evaluating digital content critically.
Key Curriculum Coverage	To know how hardware and software work together to make digital devices function. To understand that different hardware components and software applications have specific purposes. To know how animations are created using a sequence of images and movements Children will learn how to design, create and improve animations for a	To learn how algorithms are used to control outcomes, developing computational thinking, debugging skills and logical reasoning. To learn how to change font style, size, colour, to make it appealing to the audience and how to select a picture from the internet to use in PowerPoint.	To know how sound can be recorded and added to digital projects and that digital media can be combined to tell a story effectively. To know that not all information found online is accurate or reliable.	To know that physical computing devices follow programmed instructions. To learn how to create and test simple programs using a Micro: Bit.	To know how digital tools can be used to create, edit and combine sounds into musical compositions and understand how rhythm, tempo and pattern influence music. To know how to present/arrange information appropriately for the audience in PowerPoint	To know how AI is used in everyday life and understand that AI-generated content should be evaluated critically because it may not always be accurate or reliable. To know how to present/arrange information in Word

	specific purpose and audience.					
Key Vocabulary	Input, peripheral, hardware, software, animation, frame, onion skinning	Logo, PowerPoint, commands, multi-line mode, procedure, repeat, pen up/ pen down	Audiobook, editor, playback, recording, sound effects, track, accurate, reliable	Micro: Bit, input, loop, LED, repeat, output	Patch, sample, synths, rippler, texture, electronic music, BPM (Beats per minute)	Artificial intelligence, automation, Digital citizenship, prompt, generative AI, prediction

*Online Safety will be covered during RSHE sessions – use the Purple Mash 2BeSafe resources to support each area.

**Each lesson for KS2 should start with 5 minutes touch typing practice, using BBC Dance Mat