

Y4 Computing (Digital Literacy & IT)

National Curriculum	Knowledge	Skills	Y3 Vocab	Y4 Vocab
<ul style="list-style-type: none"> • Understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration. • Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information 	<ul style="list-style-type: none"> • Know that animation can be done with or without computers. • Understand how computers have advanced animation techniques. • Understand that animation is a series of still images sped up to look like movement. 	<ul style="list-style-type: none"> • Describe early forms of animation before computers. • Create a series of linked frames. • Make slight changes to an image using onion skinning. • Edit and refine still images to improve animation. • Animate the interaction between two characters. • Use a time slider to find certain points within an animation to insert or edit objects. • Use a camera to create stop-motion animation. 	<ul style="list-style-type: none"> • Draw • Object • Shape • Line • Fill • Colour • Front / Back • (un)group • Length • Size • Background • Outline • Image • Photo 	<ul style="list-style-type: none"> • Animation • Technique • Frame • Linked Frames • Frame Rate • Time Slider • Animate • Movement • Still Image • Interaction • Record • Stop • Play • Backdrop
Lessons to Teach		Key Questions		
<ul style="list-style-type: none"> • Lesson 1: The History of Animation • Lesson 2: Stick Animation • Lesson 3: Recording Movement 	<ul style="list-style-type: none"> • Lesson 4: Structured Timing • Lesson 5: Stop Motion Animation • Lesson 6: Evaluation 	<ul style="list-style-type: none"> • <i>What is animation?</i> • <i>What animation do you enjoy?</i> • <i>How can a computer make a flip book animation easier?</i> • <i>Why is timing important in animation?</i> 		
Previous Learning		Future Learning		
<ul style="list-style-type: none"> • Know how to use a variety of Microsoft Publisher editing tools (K) • Understand that Microsoft Publisher has a breadth of editing tools that can be as simple or as complicated as you wish to use (K) • Change the size and shape of shapes (S) • Recognise an effective layout (S) • Insert and format text boxes and images (S) • Use font, size and colour appropriately (S) 		<ul style="list-style-type: none"> • Understand that computers can control the objects we interact with (K) • Draw a flowchart using the correct symbols (K) • Control multiple outputs at the same time (S) • Create a repeating loop (S) • Create a subroutine separate to the main flowchart program (S) • Call a subroutine within a flowchart (S) 		