YEAR 3 AND 4 COMPUTING

SKILLS PROGRESSION
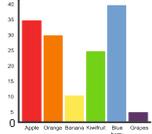
Topic	Skill level
Graphics	• Acquire, store and combine images from cameras or the internet for a purpose. • Select certain areas of an image and resize, rotate and invert the image. • Edit pictures using a range of tools.
Text	• Get quicker at typing with both hands. • Use a variety of font sizes, styles and colours. • Align text left, right and centre. • Combine text, images and sound.
Sound Recording and Video	• Capture video for a purpose. • Choose which clips to keep and which to discard. • Add titles, credits, slide transitions, special effects. • Plan what they would like to happen in their animation. Take a series of pictures to form an animation. • Edit and improve their animation
Coding	• Make things happen in a sequence, creating simple animations and simulations. • Code with 'if statements', which select different pieces of code to execute depending on what happens to other objects • Create simple games which use a score variable Use repetition loops to make a counter or timer.
Internet research	• Type in a URL to find a website. • Use a search engine to find a range of media, e.g. images, texts • Think of search terms to use linked with questions they wish to answer. • Talk about the reliability of information on the Internet, e.g. the difference between fact and opinion.
E-mail	• Log into an email account, open, create and send an email. Attach files to an email. • Download and save files from an email. Email more than one person and reply to all.

E-safety	• Question the 'validity' of what they see on the internet. • Use a browser address bar. • Think before sending and comment on consequences of sending/posting. • Recognise online behaviour that would be unfair. Recognise social networking sites and social networking features built into other things (such as online games and handheld games consoles) • Make judgments to stay safe, whilst communicating with others online. • Tell an adult if anything worries them online. • Identify dangers when presented with scenarios.
Data	• Choose information to put into a data table. • Design a questionnaire to collect information. • Create and search a branching database. • Create a database from information selected for them.