YEAR 4

SOFTWARE	SUMMARY	OBJECTIVES
Purple Mash	Children continue to work through the Gibbon category of 2 Code.	• Understand what algorithms are • Understand that programs execute by following precise and unambiguous instructions
Scratch	Children start by playing and analysing educational computer games, identifying those features that make a game successful. They then plan and design a game, with a clear target audience in mind. They create a working prototype, and then develop it further to add functionality and improve the user interface. They test their game and make any necessary changes.	**Rising Stars – We Are Software Developers.'** • Develop an educational computer game using selection and repetition • Understand and use variables • Start to debug computer programs • Recognise the importance of user interface design, including consideration of input and output.
Scratch	The children work together to design a simple toy that incorporates sensors and outputs and then create an on-screen prototype of their toy in Scratch.	**Rising Stars – 'We Are Toy Designers'** • Design and make an on-screen prototype of a computer-controlled toy • Understand different forms of input and output (such as sensors, switches, motors, lights and speakers) • Design, write and debug the control and monitoring program for their toy.
HTML Editor	The children learn about the history of the web, before studying HTML (hypertext mark-up language), the language in which web pages are written. They learn to edit and write HTML, and then use this knowledge to create a web page.	**Rising Stars – 'We Are HTML Editors'** • Understand some technical aspects of how the internet makes the web possible • Use HTML tags for elementary mark up • Use hyperlinks to connect ideas and sources

		• Code up a simple web page with useful content • Understand some of the risks in using the web.
Office 365	The children create a 'mini Wikipedia'.	**Rising Stars – 'We Are Co-authors.'** • Understand the conventions for collaborative online work, particularly in wikis • Be aware of their responsibilities when editing other people's work • Become familiar with Wikipedia, including potential problems associated with its use • Practise research skills • Write for a target audience using a wiki tool • Develop collaboration skills • Develop proofreading skills.