Computing Years 3 and 4

In Years 3 and 4 pupils:

• Use specified screen coordinates to control movement.
• Set the appearance of objects and create sequences of changes.
• Create and edit sounds. Control when they are heard, their volume, duration and rests.
• Control the shade of pens.
• Specify conditions to trigger events.
• Use IF THEN conditions to control events or objects.
• Create conditions for actions by sensing proximity or by waiting for a user input (such as proximity to a specified colour or a line or responses to questions).
• Use variables to store a value.
• Use the functions define, set, change, show and hide to control the variables.
• Use the Reporter operators

$() + ()$
$() - ()$
$() * ()$
$() / ()$

to perform calculations.
• Contribute to blogs that are moderated by teachers.
• Give examples of the risks posed by online communications.
• Understand the term 'copyright'.
• Understand that comments made online that are hurtful or offensive are the same as bullying.
• Understand how online services work.
• Use some of the advanced features of applications and devices in order to communicate ideas, work or messages professionally.
• Devise and construct databases using applications designed for this purpose in areas across the curriculum.