

## Class 4 ICT Curriculum

	<u>Autumn Term</u>	<u>Spring Term</u>	<u>Summer Term</u>
	<b>Myths and Mysteries:</b> Stars & Stripes	<b>Our Colourful World:</b> Stone Age	<b>Growth All Around Us:</b> Bronze Age /Iron Age/The Celts
<b>Year A</b>	Creating an animated Story: Create an animation with changing slides and a sprite that moves. Use speech bubbles to add information Scratch activity cards and tutorials at <a href="http://scratch.mit.edu/help/">http://scratch.mit.edu/help/</a> <b>Scratch</b>	Introduction to databases and Spreadsheets. Research information and enter data into a database. Use it to ask and answer straightforward questions and produce bar charts. <b>Excel</b>	<b>Information Technology</b> Combine text, graphics and possibly other features to create both printed documents and multimedia presentations e.g. make a poster for a poem with text, images, relevant colours etc. <b>Powerpoint</b> - slideshow, <b>Publisher</b> –Newspaper, <b>Word</b> - poster/leaflet <b>Tablet - Video insert</b>
<b>Cross-Curricular</b>	Writing for different audiences. <b>ESAFETY – PHSE/Assembly</b> Writing algorithms: <b>Scratch</b> Create and debug algorithms to draw patterns by repeating regular polygons	Spreadsheets – Maths Use at least two online communication methods (eg online discussion, surveys, quizzes, blogs, wikis, shared online folders, web quests) in topic work <b>ESAFETY– PHSE/Assembly</b>	Instruct turtle to create pictures using simple shapes Use 2Go or online turtle program such as <a href="http://www.mathplayground.com/mathprogramming.html">http://www.mathplayground.com/mathprogramming.html</a> <b>ESAFETY– PHSE/Assembly</b>
<b>Year B</b>	<b>Famous Literature:</b> Ancient Egypt	<b>Our Wonderful World:</b> Lands of Ice & Snow/The Tudors	<b>Changing Environments:</b> Ancient Greece
	Computing: introduction to terminology Writing algorithms: <b>Scratch</b> Create and debug algorithms to draw patterns by repeating regular polygons Create a simple game where if a conditional statement is met then they start again or lose e.g. don't touch the edge of a maze. Ideas can be found at <a href="http://scratch.mit.edu/help/">http://scratch.mit.edu/help/</a> or <a href="http://www.simonhaughton.co.uk/scratch-programming/">http://www.simonhaughton.co.uk/scratch-programming/</a>	How to make a video? Design and write a program that accomplishes specific goals Developing images using repeating patterns <b>Scratch</b> Control or simulate physical systems	Collect, analyse, evaluate and present data and information. Uses hyperlinks to sort and identify information about a particular aspect of a topic.  Edit pictures to show changes. Keep photos as separate pictures and the play together using Photostory or Windows Movie Maker. -More able could add music and voice over to explain the changes
<b>Cross-Curricular</b>	<b>PHSE: ESAFETY– PHSE/Assembly</b> Share work and work collaboratively through a shared online space	English: Sending emails	<b>PHSE: ESAFETY– PHSE/Assembly</b> Share work and work collaboratively through a shared online space