



St James' Church of England Primary School

Key Learning in Computing – Year 3 & Year 4



Programme of Study

- Use search technologies effectively.
- Use and combine a variety of software to accomplish given goals.
- Collect and present information.
- Design and create content.
- Collect and present data.
- Use search technologies effectively.
- Use and combine internet services.
- Analyse and evaluate information.

Skills	Knowledge and Understanding
Design, create, manage and manipulate digital content	Design, create, manage and manipulate digital content

Text and images

- Use different font sizes, colours and effects to communicate meaning for a given audience.
- Use various layouts, formatting, graphics and illustrations for different purposes or audiences.
- Use various software tools to complete a project, problem or task.
- Use page setup to select different page sizes and orientations.
- Use cut, copy and paste to refine and re-order content.
- Combine and use various software tools to complete a project, problem or task.
- Use appropriate editing tools to ensure their work is clear and error free, e.g. spell checker, thesaurus, find and replace.
- Select and import sounds from other sources, e.g. own recordings, sound effects and music.
- Select and import graphics from digital cameras, graphics packages and other sources and prepare for use, e.g. cropping, resizing and editing.
- Use and combine internet services such as those that provide images, sounds, 3D representations and graphic software.

Text and images

- Recognise the features of good page design and multimedia presentations.
- Consider how design features meet the needs of the audience e.g. poster, news paper, menu, instructions.
- Understand that some tasks and problems require a variety of software tools to accomplish them.
- Understands what is meant by Internet services.
- Understand that evaluation and improvement are vital parts of the design process and that ICT allows changes to be made quickly and efficiently.
- Demonstrate this through editing their work.
- Has an awareness of Internet services.
- Recognise that IT can automate manual processes e.g. find and replace and understand the advantages and disadvantages of this.
- Compare and contrast the impact of using different sounds, words and images from a variety of electronic sources.
- Develop an increasing sense of audience and talk.
- Understand that images, 3D representations, sounds and text can be subject to copyright and abide by copyright rules when creating a presentation.

- Recognise and use key layout and design features, e.g., text boxes, columns and borders.
- Insert and edit simple tables.
- Create a range of hyperlinks and produce a non-linear, interactive presentation.
- Recognise intended audience and suggest improvements to make their work more relevant to that audience.
- Through self and peer assessment, analyse and evaluate presentations and projects so that suitable improvements can be added to work.

- Understand that presentations and projects need to be analysed and evaluated and suitable changes suggested to improve it.
- Understand that internet services such as those that provide images, sounds, 3D representations and graphic software can be used to achieve specific goals and tasks.