

# Computing

## Curriculum End Points

### Year Four

#### Strand: Programming

##### Topic: Repetition in shapes/Repetition in games



- List an everyday task as a set of instructions including repetition
- Use an indefinite loop to produce a given outcome
- Use a count-controlled loop to produce a given outcome
- Plan a program that includes appropriate loops to produce a given outcome
- Recognise tools that enable more than one process to be run at the same time (concurrency)
- Create two or more sequences that run at the same time

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### Year Four

#### Strand: Computing Systems and Networks

##### Topic: The Internet



- Describe how networks connect to other networks
- Outline how information can be shared via the World Wide Web
- Describe how to access the World Wide Web
- Describe the types of content/media that can be added, created and shared on the World Wide Web
- Evaluate the reliability of content and the consequences of unreliable content
- Explain the benefits of the World Wide Web

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## Curriculum End Points

### Year Four

#### Strand: Creating Media

##### Topic: Audio production



- Record sound using a computer
- Play recorded audio
- Import audio into a project
- Delete a section of audio
- Change the volume of tracks in a project
- Consider the results of editing choices made

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### Year Four

#### Strand: Creating Media

##### Topic: Photo editing



- Recognise that digital images can be manipulated
- Recognise that digital images can be changed for different purposes
- Alter digital images using the following tools: select, crop, colour adjusting, filters, effects, clone/copy/paste, adding text
- Choose the most appropriate tool for a particular purpose
- Consider the impact of changes made on the quality of the image