

Year 3 / 4 Cycle B Autumn 1	The Internet
Key Learning	Vocabulary
•To describe how networks physically connect to other networks •To recognise how networked devices make up the internet •To outline how websites can be shared via the World Wide Web (WWW) •To describe how content can be added and accessed on the World Wide Web (WWW) •To recognise how the content of the WWW is created by people •To evaluate the consequences of unreliable content	internet, network, router, security, switch, server, wireless access point (WAP), website, web page, web address, routing, web browser, World Wide Web, content, links, files, use, download, sharing, ownership, permission, information, accurate, honest, content, adverts

Year 3 / 4 Cycle B Autumn 2	Audio Production
Key Learning	Vocabulary
•To identify that sound can be recorded •To explain that audio recordings can be edited •To recognise the different parts of creating a podcast project •To apply audio editing skills independently •To combine audio to enhance my podcast project •To evaluate the effective use of audio	audio, microphone, speaker, headphones, input device, output device, sound, podcast, edit, trim, align, layer, import, record, playback, selection, load, save, export, MP3, evaluate, feedback.

Year 3 / 4 Cycle B Spring 1	Repetition in shapes
Key Learning	Vocabulary
•To identify that accuracy in programming is important •To create a program in a text-based language •To explain what 'repeat' means •To modify a count-controlled loop to produce a given •To decompose a task into small steps •To create a program that uses count-controlled loops to produce a given outcome.	Logo (programming environment), program, turtle, commands, code snippet, algorithm, design, debug, pattern, repeat, repetition, count-controlled loop, value, trace, decompose, procedure.

Year 3 / 4 Cycle B Spring 2	Data Logging
Key Learning	Vocabulary
•To explain that data gathered over time can be used to answer questions •To use a digital device to collect data automatically •To explain that a data logger collects 'data points' from sensors over time •To recognise how a computer can help us analyse data •To identify the data needed to answer questions •To use data from sensors to answer questions	data, table, layout, input device, sensor, logger, logging, data point, interval, analyse, dataset, import, export, logged, collection, review, conclusion.

Year 3 / 4 Cycle B Summer 1	Photo Editing
Key Learning	Vocabulary
• To explain that the composition of digital images can be changed • To explain that colours can be changed in digital images • To explain how cloning can be used in photo editing • To explain that images can be combined • To combine images for a purpose • To evaluate how changes can improve an image	image, edit, digital, crop, rotate, undo, save, adjustments, effects, colours, hue, saturation, sepia, vignette, image, retouch, clone, select, combine, made up, real, composite, cut, copy, paste, alter, background, foreground, zoom, undo, font.

Year 3 / 4 Cycle B Summer 2	Repetition in Games
Key Learning	Vocabulary
•To develop the use of count-controlled loops in a different programming environment •To explain that in programming there are infinite loops and count-controlled loops •To develop a design that includes two or more loops which run at the same time •To modify an infinite loop in a given program •To design a project that includes repetition •To create a project that includes repetition	Scratch, programming, sprite, blocks, code, loop, repeat, value, infinite loop, count-controlled loop, costume, repetition, forever, animate, event block, duplicate, modify, design, algorithm, debug, refine, evaluate.