

Year 3 / 4 Cycle A Autumn 1	Connecting Computers
Key Learning	Vocabulary
•To explain how digital devices function •To identify input and output devices •To recognise how digital devices can change the way that we work •To explain how a computer network can be used to share information •To explore how digital devices can be connected •To recognise the physical components of a network	digital device, input, process, output, program, digital, non-digital, connection, network, switch, server, wireless access point, cables, sockets

Year 3 / 4 Cycle A Autumn 2	Stop Frame Animation
Key Learning	Vocabulary
•To explain that animation is a sequence of drawings or photographs •To relate animated movement with a sequence of images •To plan an animation •To identify the need to work consistently and carefully •To review and improve an animation •To evaluate the impact of adding other media to an animation	animation, flip book, stopframe, frame, sequence, image, photograph, setting, character, events, onion skinning, consistency, evaluation, delete, media, import, transition.

Year 3 / 4 Cycle A Spring 1	Sequencing Sounds
Key Learning	Vocabulary
•To explore a new programming environment •To identify that commands have an outcome •To explain that a program has a start •To recognise that a sequence of commands can have an order •To change the appearance of my project •To create a project from a task description	Scratch, programming, blocks, commands, code, sprite, costume, stage, backdrop, motion, turn, point in direction, go to, glide, sequence, event, task, design, run the code, order, note, chord, algorithm, bug, debug, code.

Year 3 / 4 Cycle A Spring 2	Branching Databases
Key Learning	Vocabulary
•To create questions with yes/no answers •To identify the attributes needed to collect data about an object •To create a branching database •To explain why it is helpful for a database to be well structured •To plan the structure of a branching database •To independently create an identification tool	attribute, value, questions, table, objects, branching, database, objects, equal, even, separate, structure, compare, order, organise, selecting, information, decision tree.

Year 3 / 4 Cycle A Summer 1	Desktop Publishing
Key Learning	Vocabulary
•To recognise how text and images convey information •To recognise that text and layout can be edited •To choose appropriate page settings •To add content to a desktop publishing publication •To consider how different layouts can suit different purposes •To consider the benefits of desktop publishing	text, images, advantages, disadvantages, communicate, font, style, landscape, portrait, orientation, placeholder, template, layout, content, desktop publishing, copy, paste, purpose, benefits.

Year 3 / 4 Cycle A Summer 2	Events and actions in Programs
Key Learning	Vocabulary
•To explain how a sprite moves in an existing project •To create a program to move a sprite in four directions •To adapt a program to a new context •To develop my program by adding features •To identify and fix bugs in a program •To design and create a maze-based challenge	motion, event, sprite, algorithm, logic, move, resize, extension block, pen up, set up, pen, design, action, debugging, errors, setup, code, test, debug, actions