

Milestone 2 (Year 4)

Computing

By the end of Year 4 pupils should have a 'Expected' understanding, whilst some will have an 'Deep' understanding.

	Basic	Expected	Deeper
Computer skills			
Are able to use both the mouse on a laptop and a cable connected mouse			
Are able to access the correct website in an internet browser			
Are able to know the different buttons on the keyboard and their names (for example enter button, space bar, tab, backspace, shift, control and alt)			
Are able to type at a reasonable speed using one hand or both hands			
Information Technology			
Are able to understand the function, features and layout of a search engine			
Are able to appraise selected webpages for credibility and information at a basic level			
Are able to make improvements to digital solutions based on feedback			
Are able to make informed software choices when presenting information and data			
Are able to create linked content using a range of software such as 2Connect and 2Publish+			
Are able to share digital content within their community (for example using Virtual Display)			
Digital Literacy			
Are able to explore key concepts relating to online safety using concept mapping such as 2Connect			
Are able to help others to understand the importance of online safety			
Are able to explain a range of ways of reporting inappropriate content and contacts			
Computer Science			
Are able to turn real life situations into an algorithm showing that they are thinking of the required task and how to accomplish it in code using coding structures for selection and repetition in their designs			
Are able to make more intuitive attempts to debug their own programs			
Are able to demonstrate use of timers which can achieve repetition effects that are more logical and are integrated into their program designs			
Are able to understand 'if statements' for selection and attempt to combine these with other coding structures including variables to achieve the effects that they design in their programs			

Are able to understand how variables can be used to store information while a program is executing and they are able to manipulate the value of the variables			
Are able to make use of user inputs and outputs such as 'print to screen' (for example 2Code)			
Are able to design their own programs that show that they are thinking of the structure of a program in logical, achievable steps and absorbing some new knowledge of coding structures (for example 'if' statements, repetition and variables			
Are able to trace code and use step-through methods to identify errors in code and make logical attempts to correct this (for example traffic light algorithm in 2code)			
Are able to 'read' programs with several steps and predict the outcome accurately (for example in Logo)			
Are able to recognise the main component parts of hardware which allow computers to join and form a network			
Are able to understand the online safety implications associated with the ways the internet can be used to provide different methods of communication is improving			