













Create and Develop Programs	Reasoning	Networks and Search Engines
<p><b>Kodu Tinkering: Exploring Kodu</b></p>   <p>Tinkering      Programming</p> <p><a href="https://barefootcas.org.uk/barefoot-primary-computing-resources/computational-thinking-approaches/tinkering/ks2-kodu-tinkering/">https://barefootcas.org.uk/barefoot-primary-computing-resources/computational-thinking-approaches/tinkering/ks2-kodu-tinkering/</a></p> <p><b>Use Selection in Programs: Kodu Game</b></p>   <p>Programming      Selection</p> <p><a href="https://barefootcas.org.uk/programme-of-study/use-selection-">https://barefootcas.org.uk/programme-of-study/use-selection-</a></p>	<p><b>Bug in the Water Cycle Activity</b> Scratch</p> <p>Concepts and approaches</p>    <p>Debugging      Logic      Programming</p> <p><a href="https://barefootcas.org.uk/programme-of-study/use-logical-reasoning-detect-correct-errors-programs/ks2-bug-water-cycle-activity/">https://barefootcas.org.uk/programme-of-study/use-logical-reasoning-detect-correct-errors-programs/ks2-bug-water-cycle-activity/</a></p> <p><b>2D Shape Drawing Activity</b></p>     <p>Algorithms      Logic      Debugging      Collaborating</p> <p><a href="https://barefootcas.org.uk/barefoot-primary-computing-resources/exemplar-activities/ks2-2d-shape-drawings-activity/">https://barefootcas.org.uk/barefoot-primary-computing-resources/exemplar-activities/ks2-2d-shape-drawings-activity/</a></p>	<p><b>Bitesize</b></p> <p>How do search engines work?</p> <p><a href="https://www.bbc.co.uk/bitesize/topics/z7wtb9q/articles/ztbjq6f">https://www.bbc.co.uk/bitesize/topics/z7wtb9q/articles/ztbjq6f</a></p>  <p>Smart Searching</p> <p><a href="http://www.kidsmart.org.uk/downloads/Safe%20Searching%20lesson%20plan%20Y5%20an%20Y6.pdf">http://www.kidsmart.org.uk/downloads/Safe%20Searching%20lesson%20plan%20Y5%20an%20Y6.pdf</a></p>

# Year 4 LTP/Resources Computing

[programs/ks2-use-selection-in-programs-kodu-game/](https://www.barefootcas.org.uk/programmes-of-study/work-various-forms-input/ks2-investigating-inputs-scratch-activity/)

## Investigating Inputs: Programming inputs devices in Scratch

Concepts and approaches



Inputs



Programming



Variables



Collaborating

<https://www.barefootcas.org.uk/programmes-of-study/work-various-forms-input/ks2-investigating-inputs-scratch-activity/>

## Investigating outputs: Using a LEGO Education WeDo Motor with Scratch

Concepts and approaches



Outputs



Programming



Tinkering






Computer Systems

<https://www.barefootcas.org.uk/programmes-of-study/work-various-forms-output/ks2-working->

## Year 4 LTP/Resources Computing

[outputs-lego-wedo-scratch-activity/](#)

Using Programs	Safe Use
<p data-bbox="210 523 622 603"><b>School Radio</b></p> <p data-bbox="203 616 999 655">Listen to and create own radio show podcasts</p> <p data-bbox="203 667 992 759"><a href="https://www.bbc.co.uk/programmes/p007g5y4">https://www.bbc.co.uk/programmes/p007g5y4</a></p> <div data-bbox="210 826 680 983"></div> <p data-bbox="203 997 898 1037">Voice Thread/ Ipadio/ Mobile Podcaster</p>	<p data-bbox="1032 491 2007 584">The adventures of Kara Winston and the Smart crew – 5 steps to stay safe online (check with Year 3)</p> <div data-bbox="1077 632 1503 751"></div> <p data-bbox="1032 791 2029 884"><a href="https://www.childnet.com/resources/the-adventures-of-kara-winston-and-the-smart-crew">https://www.childnet.com/resources/the-adventures-of-kara-winston-and-the-smart-crew</a></p> <p data-bbox="1059 963 1648 1027"><b>Be Internet Legends.</b></p> <p data-bbox="1032 1059 2018 1152"><a href="https://beinternetawesome.withgoogle.com/en_uk/toolkit">https://beinternetawesome.withgoogle.com/en_uk/toolkit</a></p> <div data-bbox="1032 1209 1451 1340"></div>

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	Fakebook – what can we trust online? Be who you want to be.
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