



Year 4 Computing Sequenced Objectives



Hour of Code

Lesson	Objective/s
Pre - learn	<ul style="list-style-type: none">• Review previous knowledge.• Pre-learn quiz.• Look at new knowledge organiser
Lesson 1	What is the Hour of Code?
Lesson 2	How can I give instructions to an on-screen sprite?
Lesson 3	Can you use computing vocabulary?
Lesson 4, 5 & 6	How can I use code to animate?
Assessment	Post Learn Quiz