Computing	Creating Media – Photo Editing	Year 4	Spring Term

Key Knowledge

To explain that digital images can be changed	- I can explain the effect that editing can have on an image - I can explore how images can be changed in real life - I can identify changes that we can make to an image
To change the composition of an image	- I can change the composition of an image by selecting parts of it - I can consider why someone might want to change the composition of an image - I can explain what has changed in an edited image
To describe how images can be changed for different uses	- I can choose effects to make my image fit a scenario - I can explain why my choices fit a scenario - I can talk about changes made to images
To make good choices when selecting different tools	- I can choose appropriate tools to retouch an image - I can give examples of positive and negative effects that retouching can have on an image - I can identify how an image has been retouched
To recognise that not all images are real	- I can combine parts of images to create new images - I can sort images into 'fake' or 'real' and explain my choices - I can talk about fake images around me
To evaluate how changes can improve an image	- I can compare the original image with my completed publication - I can consider the effect of adding other elements to my work - I can evaluate the impact of my publication on others through feedback

Statutory requirements

Key vocabulary

Spelling	Definition
Command	**Similar to an instruction**, a command is given by the user to the computer, telling it to do something.
Logo	Logo is an easy and simple **programming language**. It is used to teach children how to program a computer.
Algorithm	An algorithm is a **list of rules** to follow in order to solve a problem. Algorithms need to have their steps in the right order.
Count Controlled Loop	A count controlled loop is created by **repeating an instruction** a set number of times.
Decomposition	Breaking down code into parts to make it easier to work with.
Debug	When we debug, we find the problem in a code and fix it by removing or changing it.

Possible experiences

- Listen to a piece of music and track how many times a certain piece of the song or instrumental is repeated.
- Try creating your own program that uses a count-controlled loop, by using Turtle Playground. turtleacademy.com/playground
- Have a go at writing your own code to write different letters of the alphabet/numbers. Get someone in your family to follow the code with a piece of paper.

The Logo interface