

Y3 Computing

Pupils should be taught to:

- design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts
- use sequence, selection, and repetition in programs; work with variables and various forms of input and output
- use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs
- understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration
- use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content
- select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information
- use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.

E = evidence work for computing book

<u>Autumn 1 Word Processing</u>
• Screenshots and passwords – use effective passwords and take screenshots
• Change case – change the case of text
• Align text – align text E
• Bullets and numbering – use bullets and numbering E
• Advanced select and keyboard shortcuts – use the <ctrl> key
• Using text boxes and text wrap – insert and format text boxes

Additional lesson to be covered in Autumn 1: Using and Applying Project Lesson 1

<u>Autumn 2 Presentation Skills</u>
• Planning a branching story – plan a branching story
• Creating the slides – create slide template and organise slides with hyperlinks
• Theme, transitions and animation – add theme, transitions and animation to a presentation
• Action settings – use action settings
• Audio and video – insert audio and video
• Completing the story – evaluate slide layout and make improvements E print slides

Additional lesson to be covered in Autumn 2: Using and Applying Project Lesson 2

Spring 1 Online Safety

- What is cyberbullying? – what cyberbullying is and how to address it
- To buy or not to buy? – understand how websites use advertisements to promote products
- Keep it to yourself! – create strong passwords and understand privacy settings
- Emailing – safely send and receive emails **E**
- Online communication – explore different ways children can communicate online
- Party planners – use knowledge and about online safety to plan a party online **E**

Additional lesson to be covered in Spring 1: Using and Applying Project Lesson 3

Spring 2 Internet Research and Communication

- Word order – identify how word order affects search results
- Order of returned results – explain how searches return results
- Saving and sharing – save and share webpages
- How do we communicate online – identify the ways, and investigate how, we communicate online
- Word Order – explain how to stay safe when communicating online **E**
- Word Order – explain why I need to be responsible online **E**

Additional lesson to be covered in Spring 2: Using and Applying Project Lesson 4

Summer 1 Programming Turtle Logo and Scratch

- Backwards – using Turtle Logo, create and debug an algorithm using the move, rotate and repeat commands
- Pen up and pen down – using Turtle Logo, create and debug algorithms using pen up and pen down
- Regular polygons – using Turtle Logo, create and debug algorithms that draw regular polygons **E**
- Drawing – using Scratch, create and debug algorithms that draw shapes
- Regular polygons in Scratch – using Scratch, create and debug algorithms that draw regular polygons
- Pens – Using Scratch, create and debug algorithms to draw patterns **E**

Additional lesson to be covered in Summer 1: Using and Applying Project Lesson 5

Summer 2 Drawing and Desktop Publishing

- Objects – draw with different shapes and lines E
- Ordering and grouping – order and group objects
- Manipulating objects – manipulating shapes and lines
- Posters – recognise effective layout E
- Combining text and images – combine text and images
- Effective layouts – lay out objects effectively.

Additional lesson to be covered in Summer 2 : Using and Applying Project Lesson 6