

Y3 Computing Curriculum

Autumn	IT	What is the internet and how does it work?
	IT	Animation – Stop motion drawings
Spring	CS	Scratch Junior Creating code to manipulate a sprite to reach a specific goal.
	IT	Blogging and vlogging
Summer	CS	Scratch Creating an algorithm to manipulate a sprite, e.g. move, spin, change colour, etc.
	IT	Branching databases

Computer Science

<p>NC Objectives: Use logical reasoning to predict the behaviour of simple programs.</p> <p>Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions.</p> <p>Create and debug simple programs.</p>	<p>Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.</p> <p>Use sequence, selection, and repetition in programs; work with variables and various forms of input and output.</p> <p>Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.</p>
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Information Technology

<p>NC Objectives: Use technology purposefully to create, organise, store, manipulate and retrieve digital content.</p> <p>Recognise common uses of information technology</p>	<p>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.</p> <p>Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating</p>
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VPS Computing Units

<i>beyond school.</i>	<p><i>digital content.</i></p> <p><i>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.</i></p>
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Digital Literacy and Online Safety

<p>NC Objectives:</p> <p><i>Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.</i></p>	<p><i>Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.</i></p>
<p><i>Digital Literacy is taught throughout our whole-school computing curriculum. Every computing lesson is an opportunity to teach key digital literacy skills. These skills are always taught alongside other subjects in the curriculum through meaningful cross-curricular links, through our RRS work and our PSHCE lessons.</i></p>	

Y3	Y3
<p><u>Design, write and debug programs</u></p> <p>Using Scratch Jnr, the children create an algorithm to manipulate a sprite to reach a certain goal using logic.</p> <p>Moving from Scratch Jnr to Scratch, the children create repeating algorithms to make a sprite move, change colour, dance, etc.</p>	<p><u>Creating Media</u></p> <p><i>Using an app or website to blog/vlog about current events or a researched topic.</i></p> <p><u>Creating Media</u></p> <p><i>Creating a stop-motion animation video using digital drawings.</i></p> <p><u>Data and Information</u></p> <p><i>Building and using branching databases to answer yes/no questions.</i></p> <p><u>Computer systems and network project:</u> <i>What is the internet? How does it work?</i></p>