

Year 3 Computing Overview - Information Tech

Computing Strand	NC Objectives	Skills/Knowledge	Date covered			
Word Processing/ Typing	Co2/1.6 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.	<ul style="list-style-type: none"> I can use index fingers on keyboard home keys (f/j), use left fingers for a/s/d/f/g, and use right fingers for h/j/k/l I can edit the style and effect of my text and images to make my document more engaging and eye-catching. For example, borders and shadows. I can use cut, copy and paste to quickly duplicate and organise text. 				
Data Handling		<ul style="list-style-type: none"> I can create my own sorting diagram and complete a data handling activity with it using images and text. I can start to input simple data into a spreadsheet. I can create a feelings chart exploring a story or character's feelings. 				
Presentations, web design and eBook Creation		<ul style="list-style-type: none"> I can create an interactive comic with sounds, formatted text and video. I can annotate an image with videos I can create a simple web page. I can create a simple digital timeline/mindmap 				
Animation		<ul style="list-style-type: none"> I can create animations of faces to speak in role with more life-like realistic outcomes. I can improve stop motion animation clips with techniques like onion skinning. I can use animation tools in presenting software to create simple animations. 				
Video Creation		<ul style="list-style-type: none"> I can sequence clips of mixed media in a timeline and record a voiceover I can trim and cut film clips and add titles and transitions I can independently create a green screen clip. I can create my own movie trailer. 				
Photography and Digital Art		<ul style="list-style-type: none"> I can confidently take and manipulate photos I can create a digital image using a range of tools, pens, brushes and effects I can create transparent images with Instant Alpha 				
Augmented Reality and Virtual Reality		<ul style="list-style-type: none"> I can create my own digital 360 image and explore it in VR I can create my own images and bring it into my surroundings through AR. 				
Sound		<ul style="list-style-type: none"> I can create and edit purposeful compositions using music software to create mood or a certain style I can experiment with live loops to create a song. 				

Year 3 Computing Overview - Computer Science

Computing Strand	NC Objectives	Skills/Knowledge	Date covered			
Computational Thinking	<ul style="list-style-type: none"> Co2/1.1 design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts Co2/1.2 use sequence, selection, and repetition in programs; work with variables and various forms of input and output 	<ul style="list-style-type: none"> I can create algorithms for use when programming I can decompose tasks (such as animations) into separate steps to create an algorithm I understand abstraction is focusing on important information I can identify patterns in an algorithm I can use repetition in algorithms 				
Coding and Programming	<ul style="list-style-type: none"> Co2/1.3 use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs Co2/1.4 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 	<ul style="list-style-type: none"> I can design and create programs I can write programs that accomplish specific goals I can use repetition in programs I can work with various forms of input 				
Computer Networks	<ul style="list-style-type: none"> Co2/1.5 use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content 	<ul style="list-style-type: none"> I understand that computers in a school are connected together in a network I understand why computers are networked I understand the difference between the Internet and the World Wide Web (WWW) 				

Digital Literacy/ESafety - Education For a Connected World Objectives

NC Objectives	Year 3	Skills	Date Covered			
Co2/1.7 use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact	Self Image and Identity	<ul style="list-style-type: none"> • I can explain what is meant by the term 'identity'. • I can explain how I can represent myself in different ways online. • I can explain ways in which and why I might change my identity depending on what I am doing online (e.g. gaming; using an avatar; social media). 				
	Online Relationships	<ul style="list-style-type: none"> • I can describe ways people who have similar likes and interests can get together online. • I can give examples of technology-specific forms of communication (e.g. emojis, acronyms, text speak). • I can explain some risks of communicating online with others I don't know well. • I can explain how my and other people's feelings can be hurt by what is said or written online. • I can explain why I should be careful who I trust online and what information I can trust them with. I can explain why I can take back my trust in someone or something if I feel nervous, uncomfortable or worried. • I can explain what it means to 'know someone' online and why this might be different from knowing someone in real life. I can explain what is meant by 'trusting someone online'. I can explain why this is different from 'liking someone online'. 				
	Online Reputation	<ul style="list-style-type: none"> • I can search for information about myself online. • I can recognise I need to be careful before I share anything about myself or others online. • I know who I should ask if I am not sure if I should put something online. 				
	Online Bullying	<ul style="list-style-type: none"> • I can explain what bullying is and can describe how people may bully others. • I can describe rules about how to behave online and how I follow them. 				

Digital Literacy/ESafety - Education For a Connected World Objectives

<u>NC Objectives</u>	<u>Year 3</u>	<u>Skills</u>	<u>Date Covered</u>		
<p>Co2/1.4 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>Co2/1.5 use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content</p>	Managing Online Information	<ul style="list-style-type: none"> I can use key phrases in search engines. I can explain what autocomplete is and how to choose the best suggestion. I can explain how the internet can be used to sell and buy things I can explain the difference between a 'belief', an 'opinion' and a 'fact'. 			
	Health ,Well-being and Lifestyle	<ul style="list-style-type: none"> I can explain why spending too much time using technology can sometimes have a negative impact on me; I can give some examples of activities where it is easy to spend a lot of time engaged (e.g. games, films, 			
	Privacy and Security	<ul style="list-style-type: none"> I can give reasons why I should only share information with people I choose to and can trust. I can explain that if I am not sure or I feel pressured, I should ask a trusted adult. I understand and can give reasons why passwords are important. I can describe simple strategies for creating and keeping passwords private. I can describe how connected devices can collect and 			
	Copyright and Ownership	<ul style="list-style-type: none"> I can explain why copying someone else's work from the internet without permission can cause problems. I can give examples of what those problems might be. 			