

Computing Year 3 Overview



		Autumn	Spring	Summer
Computing	Year 3	Year 3 NC objectives	Year 3 NC objectives	Year 3 NC objectives
		<ul style="list-style-type: none"> 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 Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts. Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs. 	<ul style="list-style-type: none"> Design, write and debug programs that accomplish specific goals, 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. 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 	<ul style="list-style-type: none"> Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact 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.
		Year 3 Key Learning	Year 3 Key Learning	Year 3 Key Learning
		<p>Computing systems and networks</p> <ul style="list-style-type: none"> To recognise what a network is and understand the key components Understanding that websites and videos are files that are shared from one computer to another. To know about the role of packets. Understanding how networks work and their purpose. Recognising links between networks and the internet. Learning how data is transferred. <p>Programming 1</p> <ul style="list-style-type: none"> To understand that Scratch is a programming language and some of its basic functions. How to use loops to improve programming. How decomposition is used in programming. To know that you can remix and adapt existing code. <p>Online Safety</p> <ul style="list-style-type: none"> To understand how the internet can be used to share beliefs, opinions and facts. 	<p>Computing systems and networks 2: Google</p> <ul style="list-style-type: none"> To understand that email stands for 'electronic mail.' To know that an attachment is an extra file added to an email. To understand that emails should contain appropriate and respectful content. <p>Computer systems and networks 3</p> <ul style="list-style-type: none"> To know the roles that inputs and outputs play on computers. To know what some of the different components inside a computer are e.g. CPU, RAM, hard drive, and how they work together. To know what a tablet is and how it is different from a laptop/desktop computer. <p>Online Safety</p> <ul style="list-style-type: none"> To know that cyberbullying is bullying using electronics such as a computer or phone. To explain what should be done before sharing information online 	<p>Creating media</p> <ul style="list-style-type: none"> To know that different types of camera shots can make my photos or videos look more effective. To know that I can edit photos and videos using film editing software. To understand that I can add transitions and text to my video. <p>Data handling</p> <ul style="list-style-type: none"> To know that a database is a collection of data stored in a logical, structured and orderly manner. To know that computer databases can be useful for sorting and filtering data. To know that different visual representations of data can be made on a computer. <p>Online Safety</p> <ul style="list-style-type: none"> To identify the effects that the internet can have on people's feelings. To understand the ways personal information can be shared on the internet. To understand the rules for social media platforms.
Vocabulary		Data, transferred, network, packet data, router Algorithm, animation, application, Scratch, debug, decompose, code block, interface	Attachment, BCC, CC, compose, content, cyber bullying, email. CPU, RAM, hard drive	Database, filtering, Excel, category,