Year 3 – Computing

Knowledge, Skills and Understanding

Computing Systems and Networks – Connecting Computers
• To explain how digital devices function
• To identify input and output devices
• To recognise how digital devices can change the way we work
• To explain how a computer network can be used to share information
• To explore how digital devices can be connected
• To recognise the physical components of a network

Creating Media – Animation
• To explain that animation is a sequence of drawings or photographs
• To relate animated movement with a sequence of images
• To plan an animation
• To identify the need to work consistently and carefully
• To review and improve an animation
• To evaluate the impact of adding other media to an animation

Creating Media – Desktop Publishing
• To recognise how text and images convey information
• To recognise that text and layout can be edited
• To choose appropriate page settings
• To add content to a desktop publishing publication
• To consider how different layouts can suit different purposes
• To consider the benefits of desktop publishing

Data and Information – Branching Databases
• To create questions with yes/no answers
• To identify the object attributes needed to collect relevant data
• To create a branching database
• To identify objects using a branching database
• To explain why it is helpful for a database to be well structured
• To compare the information shown in a pictogram with a branching database

Programming A – Sequence in music
• To explore a new programming environment
• I can identify that each sprite is controlled by the commands I choose
• To explain that a program has a start
• To recognise that a sequence of commands can have an order
• To change the appearance of my project
• To create a project from a task description

Programming B – Events and actions
• To explain how a sprite moves in an existing project
• To create a program to move a sprite in four directions
• To adapt a program to a new context
• To develop my program by adding features
• To identify and fix bugs in a program
• To design and create a maze-based challenge