

Computer Science	De Bohun Computing Framework Year 3	AG	Teachers
Year 3 Expectations		Activity/Resources	
<p>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 WWW; the opportunities they offer for communication and collaboration.</p>	<ul style="list-style-type: none"> • Can design and write a program using a block language. • Can explore simulations of physical systems on screen. • Can write a program to produce output on screen. • The child can use logical reasoning to detect errors in programs. • Use a specified set of co-ordinates to control movement. • Begin to solve problems by decomposing them into smaller parts. • Able to use sequence in programs- repeat etc • Set the appearance of an object and create a change of look in their programme. • Begin to create sounds of their own and adjust the volume. • Control pen- colour, size shape and size. • Begin to specify conditions to trigger events:- Begin to use IF THEN conditions to control an event or objects in a programme. • Use the sensing facility. Proximity to a colour/line etc • Use variables to store information e.g. a scoring system. • Use reporter code blocks. • Know that email messages are sent and received through servers connected to the internet. • The child can understand that computer networks transmit information in a digital (binary) format. 	<p>4th March 18th March (x3) Navigating around Scratch</p> <p>Scratch – Smoking car puzzle game then recreate own. 25th March- 20th May</p> <p>Interactive Toy June 3rd- July 8th (6 sessions)</p> <p>Smoking Car project- Interactive Toy project.</p> <p>Smoking Car project- going back to original position.</p> <p>Smoking Car Project-</p> <p>Interactive Toy</p> <p>Interactive Toy</p> <p>Stand alone Purple Mash lesson – 2Explore</p> <p>Smoking Car project</p> <p>Smoking Car/Interactive Toy project</p> <p>Smoking Car project. If the car goes off the road, an output occurs.</p> <p>Smoking Car Project- add obstacles.</p> <p>Use 'looks' facility- see https://www.youtube.com/watch?v=dUt1L6lne5M</p> <p>Covered in emails by AG in digital literacy</p> <p>28th Jan- 25th Feb 3 sessions? + units 3.4 and 3.5</p>	

Multimedia/Data Handling	Year 3 Expectations	Resources/Activity Suggestions
<p>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.</p> <p>Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content</p>	<ul style="list-style-type: none"> • Create and begin to edit presentation documents including text, font, size, colour, alignment etc for purpose. (history projects) • Use a range of effects in art to include brush sizes. • Video a performance- check topic with teachers. • Create a screencast- check topic with teachers. • Begin to use individual fingers to input text. • Use shift key. • Amend text by highlighting -select-delete and copy/paste. • Create basic tables/bar graphs. • Find locations in spreadsheets and use basic branching databases in maths, science and computing. 	<p>3.3 We are Presenters- Videoing a performance – Teachers or fit into ICT teaching space on Tuesday pm with AG See AG Edit video in Movie Maker www.purplemash.com/#app/tools/2pubextra/storyboard</p> <ul style="list-style-type: none"> • Plan your video in a storyboard <p>Print a storyboard for children to complete offline</p> <p>3.4 We are Vloggers- Making and sharing a short screencast presentation. 19th Nov- 21st Jan 2Publish (Storyboard) www.purplemash.com/#app/tools/2pubextra/storyboard</p> <ul style="list-style-type: none"> • Plan the vlog in a storyboard <p>We Are Opinion Pollsters (Collecting and Analysing Data) Teachers or fit into teaching space on Tuesday pm with AG. 2Connect,2Write,2Graph,2Investigate, 2Calculate www.purplemash.com/#app/tools/2Connect www.purplemash.com/#app/jsapps/write Use the collaborative features of 2Connect and 2Write to brainstorm your questions18 www.purplemash.com/#jsapps/graph</p> <ul style="list-style-type: none"> • Create a frequency table based on your opinion poll or survey • Graph and analyse the results www.purplemash.com/#tools/2inv • Create a database of your survey/opinion poll responses • Sort, group, arrange, graph and create statistical analyses of the results www.purplemash.com/#app/tools/2Calculate

		Record your survey results in a spreadsheet, graph and analyse the results.
Digital Literacy/Online Safety	Year 3 Expectations	Resources
<p>Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour;</p> <p>Identify a range of ways to report concerns about content and contact.</p>	<ul style="list-style-type: none"> • Know how they need to keep themselves safe when using digital technology. Keep personal information private. • Understand they should show respect for others when filming and should not normally post videos online without understanding the rules concerned. • They should know to treat attachments in emails with caution. • Able to identify what would be unacceptable or inappropriate behaviour when using digital technology in a range of contexts. Consider taking photos, videos, or publishing any of these. Playing games online. Social media. • They should know what unacceptable use of email would be. • Pupils should know how to report inappropriate behaviour when using technology in school to their teacher, the network manager or another trusted adult, and that they can discuss any concerns they have with their teacher or other trusted adults in school. • Able to form a judgement about whether a web page is appropriate for finding out the answer to a question they have or for a given purpose. • When working as part of the class, the child can use email effectively. • Can use email independently. • Consider copyright and anything you create, you own. 	<p>AG to cover Autumn term. 2/3 weeks 10-24thSept Unit 3.5 7 weeks + other projects Teachers Safer Internet Day /Summer term/Assembly https://www.youtube.com/watch?v=-nMUbHuffO8 In 3.3, take care to film appropriately and not publish video of other children. In 3.4, use the Command prompt with care. In 3.5, take care with links and attachments in email. In 3.6, ensure questions are answered anonymously 3.3, recognise unacceptable behaviour when shooting or publishing video. In 3.4, recognise unacceptable behaviour when using the Command prompt. In 3.5, recognise unacceptable behaviour when using email. In 3.6, recognise unacceptable behaviour when creating or completing online surveys.) Cover 3.5</p> <p>AG + Teachers https://www.youtube.com/watch?v=-nMUbHuffO8</p> <p>3.1, 3.3</p> <p>We Are Communicators- (Communicating Safely On The Internet) 6 sessions 1 Oct- 12th Nov</p> <p>AG will give suggested links for Safer Internet day nearer the time.</p> <p>Teachers to cover Spring and Summer terms including (Safer Internet Day 5th February, circle time etc) Poster/leaflet – Parent assembly</p>

