

Year 3

Useful links:

- Teach Computing: <https://teachcomputing.org/> (Teaching resources)
- Key Stage 2 resources: <https://teachcomputing.org/curriculum/key-stage-2>
- [KS2 teacher guide](#)

<u>Term</u>	<u>Unit</u>	<u>Lesson 1</u>	<u>Lesson 2</u>	<u>Lesson 3</u>	<u>Lesson 4</u>	<u>Lesson 5</u>	<u>Lesson 6</u>
<u>Autumn 1</u>	Computing systems and networks- Connecting computers	How does a digital device work?	What parts make up a digital device?	How do digital devices help us?	How am I connected?	How are computers connected?	What does our school network look like?
<u>Autumn 2</u>	Creating media- Animation	Can a picture move?	Frame by frame	What's the story?	Picture perfect	Evaluate and make it great	Lights, camera, action!
<u>Spring 1</u>	Creating media- Desktop publishing	Words and pictures	Can you edit it?	Great template	Can you add content?	Lay it out	Why desktop publishing?
<u>Spring 2</u>	Data and information- Branching databases	Yes or no questions	Making groups	Creating a branching database	Structuring a branching database	Using a branching database	Presenting information
<u>Summer 1</u>	Programming A- Sequence in music	Introduction to Scratch	Programming sprites	Sequences	Ordering commands	Looking good	Making an instrument
<u>Summer 2</u>	Programming B- Events and actions	Moving a sprite	Maze movement	Drawing lines	Adding features	Debugging movement	Making a project