

# Autumn

Autumn									Outcome	Vocabulary
Year 3 Computer Systems and Networks-Connecting Computers	1 <sup>st</sup> Half	Learning: To explain how digital devices function	Learning: To identify input and output devices	Learning: To recognise how digital devices can change the way that we work	Learning: To explain how a computer network can be used to share information	Learning: To explore how digital devices can be connected	Learning: To recognise the physical components of a network	Summative Assessment	To identify that digital devices have inputs, processes, and outputs, and how devices can be connected to make networks	<b>Digital Device Input Process Output</b>
Year 3 Creating Media-Animation	2 <sup>nd</sup> Half	Learning: To explain that animation is a sequence of drawings or photographs	Learning: To relate animated movement with a sequence of images	Learning: To plan an animation	Learning: To identify the need to work consistently and carefully	Learning: To review and improve an animation	Learning: To evaluate the impact of adding other media to an animation	Summative Assessment	To capture and edit digital still images to produce a stop-frame animation that tells a story.	<b>Animation Frame Onion Skinning</b>

# Spring

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Year 3 Programming A-Sequence in Music	1 <sup>st</sup> Half	Learning: To explore a new programming environment	Learning: To identify that commands have an outcome	Learning: To explain that a program has a start	Learning: To recognise that a sequence of commands have an order	Learning: To change the appearance of my project	Learning: To create a project from a task description	Summative Assessment	To create sequences in block-based programming language to make music.	<b>Command Sequence Algorithm Code</b>
Year 3 Data and Information-Branching Databases	2 <sup>nd</sup> Half	Learning: To create questions with yes/no answers	Learning: To identify the attributes needed to collect data about an object	Learning: To create a branching database	Learning: To explain why it is helpful for a database to be well structured	Learning: To plan the structure of a branching database	Learning: To independently create an identification tool	Summative Assessment	To build and use branching databases to group objects using yes/no questions.	<b>Attributes Branching databases</b>

# Summer

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Year 3 Creating Media-Desktop Publishing	1 <sup>st</sup> Half	Learning: To recognise how text and images convey information	Learning: To recognise that text and layout can be edited	Learning: To choose appropriate page settings	Learning: To add content to a desktop publishing publication	Learning: To consider how different layouts can suit different purposes	Learning: To consider the benefits of desktop publishing	Summative Assessment	To create documents by modifying text, images, and page layouts for a specified purpose.	<b>Fonts</b> <b>Template</b> <b>Desktop Publishing</b> <b>Page Orientation</b>
Year 3 Programming B- Events and Actions	2 <sup>nd</sup> Half	Learning: To explain how a sprite moves in an existing project	Learning: To create a program to move a sprite in four directions	Learning: To adapt a program to a new context	Learning: To develop my program by adding features	Learning: To identify and fix bugs in a program	Learning: To design and create a maze-based challenge	Summative Assessment	To write algorithms and programs that use a range of events to trigger sequences of actions	<b>Bug/debug</b> <b>Event block</b>