

Computing Curriculum Year 3

AUTUMN 1	AUTUMN 2	SPRING 1	SPRING 2	SUMMER 1	SUMMER 2
COMPUTING SYSTEMS AND NETWORKS	CREATING MEDIA	PROGRAMMING A	DATA AND INFORMATION	CREATING MEDIA	PROGRAMMING B
<p>Connecting Computers Identifying that digital devices have inputs, processes, and outputs, and how devices can be connected to make networks.</p>	<p>Stop-frame Animation Capturing and editing digital still images to produce a stop-frame animation that tells a story.</p>	<p>Sequencing sounds Creating sequences in a block-based programming language to make music.</p>	<p>Branching databases Building and using branching databases to group objects using yes/no questions.</p>	<p>Desktop publishing Creating documents by modifying text, images, and page layouts for a specified purpose.</p>	<p>Events and actions in programs Writing algorithms and programs that use a range of events to trigger sequences of actions.</p>
<p>NC Objectives covered: use sequence, selection, and repetition in programs; work with variables and various forms of input and output; 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; 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,</p>	<p>NC Objectives covered: 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>NC Objectives covered: 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; select, use and combine a variety of software (including internet services) on a range of digital devices to design</p>	<p>NC Objectives covered: 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>NC Objectives covered: use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content; 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>NC Objectives covered: 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; select, use and combine a variety of software (including internet services) on a range of digital devices to design</p>

Computing Curriculum Year 3

analysing, evaluating and presenting data and information.		and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.			and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.
--	--	---	--	--	---