## **Computing Curriculum Year 3**

AUTUMN 1	AUTUMN 2	SPRING 1	SPRING 2	SUMMER 1	SUMMER 2
COMPUTING SYSTEMS	CREATING MEDIA	PROGRAMMING A	DATA AND	CREATING MEDIA	PROGRAMMING B
AND NETWORKS			INFORMATION		
<b>Connecting Computers</b>	Stop-frame Animation	Sequencing sounds	Branching databases	Desktop publishing	Events and actions in
Identifying that digital	Capturing and editing	Creating sequences in a	Building and using	Creating documents by	programs
devices have inputs,	digital still images to	block-based	branching databases to	modifying text, images,	Writing algorithms and
processes, and outputs,	produce a stop-frame	programming language to	group objects using	and page layouts for a	programs that use a
and how devices can be	animation that tells a	make music.	yes/no questions.	specified purpose.	range of events to trigger
connected to make	story.				sequences of actions.
networks.					
NC Objectives covered:	NC Objectives covered:	NC Objectives covered:	NC Objectives covered:	NC Objectives covered:	NC Objectives covered:
use sequence, selection,	select, use and combine a	design, write and debug	select, use and combine a	use search technologies	design, write and debug
and repetition in	variety of software	programs that accomplish	variety of software	effectively, appreciate	programs that accomplish
programs; work with	(including internet	specific goals,	(including internet	how results are selected	specific goals,
variables and various	services) on a range of	including controlling or	services) on a range of	and ranked, and be	including controlling or
forms of input and	digital devices to design	simulating physical	digital devices to design	discerning in evaluating	simulating physical
output;	and create a range of	systems; solve problems	and create a range of	digital content;	systems; solve problems
understand computer	programs, systems and	by decomposing	programs, systems and	select, use and combine a	by decomposing
networks including the	content that accomplish	them into smaller parts;	content that accomplish	variety of software	them into smaller parts;
internet; how they can	given goals, including	use sequence, selection,	given goals, including	(including internet	use sequence, selection,
provide multiple services,	collecting,	and repetition in	collecting,	services) on a range of	and repetition in
such as the world-wide	analysing, evaluating and	programs; work with	analysing, evaluating and	digital devices to design	programs; work with
web; and the	presenting data and	variables and various	presenting data and	and create a range of	variables and various
opportunities they offer	information.	forms of input and	information.	programs, systems and	forms of input and
for communication and		output;		content that accomplish	output;
collaboration;		use logical reasoning to		given goals, including	use logical reasoning to
select, use and combine a		explain how some simple		collecting,	explain how some simple
variety of software		algorithms work and to		analysing, evaluating and	algorithms work and to
(including internet		detect and correct errors		presenting data and	detect and correct errors
services) on a range of		in algorithms and		information.	in algorithms and
digital devices to design		programs; select, use and combine a			programs;
and create a range of		variety of software			select, use and combine a
programs, systems and content that accomplish		(including internet			variety of software (including internet
given goals, including		services) on a range of			services) on a range of
		digital devices to design			•
collecting,		uigitai devices to design			digital devices to design

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