



Subject Overview | Computing
Zetland Primary School

Year Group: 3

Computing Year 3	Autumn	Spring	Summer
<p>Pupils should be taught to:</p> <ul style="list-style-type: none"> 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 world wide web; and the opportunities they offer for communication and collaboration use search technologies effectively, appreciate how results are selected and 	<p><u>Simulations</u> Children will know that a computer simulation can represent real and imaginary situations. Children will be able to give some examples of simulations used for fun and for work. Children will be able to give suggestions of simulation. Children will recognise patterns within simulations and make and test predictions. Children will identify the relationships and rules on which the simulations are based. Evaluate a simulation to determine its usefulness for purpose. Children will create their own simple simulation .</p> <p><u>Online Safety</u> Children understand what makes a good password for use on the Internet. Children have contributed to a class blog with clear and appropriate messages.</p>	<p><u>Graphing</u> Children will set up a graph with a given number of fields. Children will enter data for a graph. Children can produce and share graphs made on the computer. Children will present the results in a range of graphical formats. Children will use the sorting option to make analysis of their data easier</p> <p><u>Coding</u> Children will read and explain a flowchart Children will use a flowchart to create a computer program. Children will create a computer program that uses click events and timers. Children will create a program that uses a timer-after command. Children will create a program that uses a timer-every command Children will use the repeat command with an object Children will run, test and debug their programs.</p>	<p><u>Email</u> Children will open an email and respond to it. Children will send emails to other children in the class. Children will attach work to an email. Children will know what CC means and how to use it</p> <p><u>Branching Databases/ Spreadsheets</u> Children will understand how YES/NO questions are structured and answered. Children will have completed a branching database about vegetables Children will be able to select and save appropriate images. Children will create a branching database. Children will know how to use and de bug their own and others branching databases.</p>



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<p>ranked, and be discerning in evaluating digital content</p> <ul style="list-style-type: none">• 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• use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.	<p>Children understand that some information held on websites may not be accurate or true.</p> <p>Children will identify some physical and emotional effects of playing/watching inappropriate content/games.</p> <p>Children will relate cyberbullying to bullying in the real-world and have strategies for dealing with online bullying including screenshot and reporting.</p>	<p>Children will use the properties table to set the properties of objects.</p> <p>Children will plan their scene and code before they create their program.</p>	
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