	Year 3 Computing Curriculum Map	

Computing Strand	**Objective**	**Unit objective is to be assessed within**
Computer Science	Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts	Spring 1 – Coding
	Use sequence, selection and repetition in programs; work with variables and various forms of input and output.	Spring 1 – Coding
	Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs	Spring 1 – Coding
	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.	Spring 2 – Email **Also assess during Cross Curricular lessons i.e blogging**
Information Technology	Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content	**Assessed at year 4 OR assess within Cross Curricular lessons**
	Select, use and combine a variety of software on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluation and presenting data and information	Autumn 2 – Touch Typing Summer 1 – Spreadsheets Summer 2 – Branching Databases
Digital Literacy	Use technology safely, respectfully and responsibly; recognise acceptable / unacceptable behaviour; identify a range of ways to report concerns	Autumn 1 – Online Safety Spring 2 – Email