



Computing Skill Progression

Year 3

Computer Systems and Networks – Connecting Computers

- Explain that digital devices accept inputs.
- Explain that digital devices produce outputs.
- Follow a process.
- Design a digital device.
- Recognise similarities between using digital devices and non-digital tools.
- Recognise different connections.
- Explain how messages are passed through multiple connections.
- Discuss why we need a network switch.
- Recognise that a computer network is made up of a number of devices.
- Explain the role of a switch, server, and wireless access point in a network.
- Identify networked devices around me.
- Identify the benefits of computer networks.

Creating Media – Animation

- Create an effective flip book—style animation.
- Explain how an animation/flip book works.
- Explain why little changes are needed for each frame.
- Create an effective stop frame animation.
- Create a storyboard.
- Review a sequence of frames to check my work.
- Improve my animation based on feedback.
- Add other media to my animation.

Programming – Events and Actions

- Explain the relationship between an event and an action.
- Choose which keys to use for actions and explain my choices.
- Identify a way to improve a program.
- Program movement.
- Use a programming extension.
- Identify additional features (from a given set of blocks).
- Choose suitable keys to turn on additional features.
- Build more sequences of commands to make my design work.
- Test a program against a given design.
- Match a piece of code to an outcome.
- Modify a program using a design.
- Make design choices and justify them.
- Implement my design.