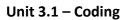
Purple Mash Scheme of Work - Year 3





Lesson	Title	Aims (Objectives)	Success Criteria
1	Using Flowcharts	 To review previous coding knowledge. To understand what a flowchart is and how flowcharts are used in computer programming. 	 Children can read and explain a flowchart. Children can use a flowchart to create a computer program. Children can create a computer program that uses click events and timers.
2	Using Timers	 To understand that there are different types of timers. To be able to select the right type of timer for a purpose. 	 Children can create a program that uses a timer-after command Children can create a program that uses a timer-every command Children understand there can be different ways to solve a problem.
3	Using Repeat	To understand how to use the repeat command.	 Children understand how the turtle object moves Children can use the repeat command with an object. Children can create a computer program that includes use of the repeat command.
4	Code, Test and Debug	 To use coding knowledge to create a range of programs. To understand the importance of nesting. 	 Children can create computer programs using prior knowledge. Children can run, test and debug their programs. Children can consider nesting when debugging their programs.
5 &6	Design and Make an Interactive Scene	To design and create an interactive scene.	 Children can use the properties table to set the properties of objects. Children can plan their scene and code before they create their program. Children can confidently make several different things happen in a program.

Unit 3.2 – Online Safety

Lesson	Title	Aims (Objectives)	Success Criteria
1	Safety in Numbers	 To know what makes a safe password, how to keep passwords safe and the consequences of giving your passwords away. To understand how the Internet can be used to help us to communicate effectively. To understand how a blog can be used to help us communicate with a wider audience. 	 Children understand what makes a good password for use on the Internet. Children are beginning to realise the outcomes of not keeping passwords safe. Children can contribute to a concept map of all the different ways they know that the Internet can help us to communicate. Children have contributed to a class blog with clear and appropriate messages. Extension: Children understand that passwords help to limit who can see personal / private / confidential information.
2	Fact or Fiction?	 To consider if what can be read on websites is always true. To look at a 'spoof' website. To create a 'spoof' webpage. To think about why these sites might exist and how to check that the information is accurate. 	 Children understand that some information held on websites may not be accurate or true. Children are beginning to understand how to search the Internet and how to think critically about the results that are returned. Children have accessed and assessed a 'spoof' website. Children have created their own 'spoof' webpage mock-up. Children have shared their 'spoof' web page on a class display board. Extension: Children evaluate facts from a website and explain how they fact checked the information that was presented.
3	Appropriate Content & Ratings	 To learn about the meaning of age restrictions symbols on digital media and devices. To discuss why PEGI restrictions exist. To know where to turn for help if they see inappropriate content or have inappropriate contact from others. 	 Children can identify some physical and emotional effects of playing/watching inappropriate content/games. Children relate cyberbullying to bullying in the real-world and have strategies for dealing with online bullying including screenshot and reporting.

Unit 3.9 – Presenting (with Microsoft PowerPoint)

Lesson	Title	Aims (Objectives)	Success Criteria
1	Making a Presentation from a Blank Page	To create a page in a presentation.	 Children know what PowerPoint is. Children can open PowerPoint. Children can add text to a page and format it. Children can add shapes to a page.
2	Adding Media	 To add media to a presentation 	 Children can change the design of the slides. Children can insert a new slide. Children can insert pictures. Children can edit pictures. Children can insert video and audio.
3	Adding Animation	 To add animations into a presentation 	 Children can use animations in a presentation. Children can use transitions in a presentation.
4	Presenting with Timings	 To add timings into a presentation. 	 Children can add timings to a presentation Children can present effectively using PowerPoint
5 &6	Create a Presentation	 To use the skills learnt in previous weeks to design and present an effective presentation. 	 Children can create a presentation including formatted text. Children can include different media. Children can add transitions and animations. Children can add timings to the presentation. Children can present effectively.

Unit 3.5 - Email

Lesson	Title	Aims (Objectives)	Success Criteria
1	Communication	To think about the different methods of communication.	 Children can list a range of different ways to communicate. Children can use 2Connect to highlight the strengths and weaknesses of each method. Extension: Children can order the various types of communication that have been used through history.
2	Composing Emails	 To open and respond to an email. To write an email to someone from an address book. 	 Children can open an email and respond to it. Children have sent emails to other children in the class. Extension: Children can use the search option in the address book to find a classmate when sending an email.
3	Using Email Safely: Part 1	To learn how to use email safely.	 Children have written rules about how to stay safe using email. Children have contributed to classmates' rules. Extension: Children understand the importance of draft.
4	Using Email Safely: Part 2	To learn how to use email safely.	 Children have created a quiz about email safety which explores scenarios that they could come across in the future. Extension: Children create title screens for their quizzes explaining what the quiz is about, and how to play it.
5	Attachments	To add an attachment to an email.	 Children can attach work to an email. Children know what CC means and how to use it.
6	Email Simulations	To explore a simulated email scenario.	 Children can read and respond to a series of email communications. Children can attach files appropriately and use email communication to explore ideas. Extension: Children know why the terms CC and BCC are used Children understand when to use CC or BCC

Unit 3.8 – Graphing

Lesson	Title	Aims (Objectives)	Success Criteria
1	Introducing 2Graph	 To enter data into a graph and answer questions. 	 Children can set up a graph with a given number of fields. Children can enter data for a graph. Children can produce and share graphs made on the computer. Extension: Children can select most appropriate style of graph for their data and explain their reasoning.
2	Using 2Graph in an Investigation	 To investigate in order to answer a question To present the results in graphic form 	 Children have solved a maths question using graphing. Children can present the results in a range of graphical formats. Children can use the sorting option to make analysis of their data easier. Extension: Children can select most appropriate style of graph for their data and explain their reasoning.