

Year 3 computing overview

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<b>E-safety unit to be taught for first computing lesson each half term</b>	Online bullying	Privacy and security	Self image and identity	Online reputation	Health and wellbeing	Copyright and ownership
<b>Computing unit</b>	Computers and networks: Connecting computers	Creating media: desktop publishing	Programming: sequence in music	Programming: events and actions	Creating media : creating a movie	Databases: Top Trumps
<b>Main unit of work</b>	<a href="https://teachcomputing.org/curriculum/key-stage-2/computing-systems-and-networks-connecting-computers">https://teachcomputing.org/curriculum/key-stage-2/computing-systems-and-networks-connecting-computers</a>	<a href="https://teachcomputing.org/curriculum/key-stage-2/creating-media-desktop-publishing">https://teachcomputing.org/curriculum/key-stage-2/creating-media-desktop-publishing</a>	<a href="https://teachcomputing.org/curriculum/key-stage-2/programming-a-sequence-in-music">https://teachcomputing.org/curriculum/key-stage-2/programming-a-sequence-in-music</a>	<a href="https://teachcomputing.org/curriculum/key-stage-2/programming-b-events-and-actions">https://teachcomputing.org/curriculum/key-stage-2/programming-b-events-and-actions</a>	Kapow	Kapow
	To explain how digital devices function	To recognise how text and images convey information	To explore a new programming environment	To explain how a sprite moves in an existing project	To plan a book trailer	To understand the terms: records, fields and data
	To identify input and output devices	To recognise that text and layout can be edited	To identify that commands have an outcome	To create a program to move a sprite in four directions	To use digital devices to take photos and videos	To learn the differences between digital and non-digital databases
	To recognise how digital devices can change the way we work	To choose appropriate page settings	To explain that a program has a start	To adapt a program to a new context	To edit footage	To input data to a database
	To explain how a computer network can be used to share information	To add content to a desktop publishing publication	To recognise that a sequence of commands can have an order	To develop my program by adding features	To create transitions and styles	To learn how to represent data from a database
	To explore how digital devices can be connected	To consider how different layouts can suit different purposes	To change the appearance of my project	To identify and fix bugs in a program	To review my video	To sort and filter data
	To recognise the physical components of a network	To consider the benefits of desktop publishing	To create a project from a task description	To design and create a maze-based challenge		