	Programming **(Algorithms, Sequencing and testing code)** **Beebot / Roamer / Probot**		
Computer Science	**Programming Turtle Logo and Scratch.** 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. This Programming Turtle Logo and Scratch unit will teach your class to create and debug algorithms. Following on from the earlier Year 2 unit on Preparing for Turtle Logo, the children use the basic commands in Logo to move and draw using the turtle on screen, and then further develop algorithms using the "repeat" command. These skills are then developed by teaching children to create algorithms in Scratch using a selection of blocks.		
	Communication Publishing and collaborating **(Multimedia Word Processing)**		
IT Skills	**Word Processing Skills** **BEST TO BE TAUGHT AT THE BEGINNING END OF THE YEAR** *Use technology safely, respectfully and responsibly.* *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*		**Presentation Skills** *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.*

	and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information. This is the third word processing unit, following the units in Years 1 and 2, aimed at teaching basic word-processing skills to children. In this unit, children will learn to use various features for formatting text. The first lesson, which is intended to be used at the start of the school year, focuses on some important computer skills and introduces children to screenshots and the Snipping Tool, and secure use of passwords		This unit develops children's use of presentation software. The first three lesson teach the children new skills, following on from previous skills learnt; setting the theme, slide transition, animating objects on to the slide, creating hyperlinks in the action settings and adding audio and video.
e-safety	In this unit, children are introduced to email and other forms of online communication. They will look at how to write and send emails, as well as how to decide if an email is safe to open. They will build on their existing knowledge of cyberbullying and how to deal with unkind behaviour online. The use and importance of privacy settings is introduced and children will discuss the types of information we should not share online. They will build on the idea of a digital footprint by thinking about how the adverts they see online are targeted at them. Children will finish the unit by using the knowledge they have gained to plan a party using online communication methods *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 ranked, and be discerning in evaluating digital content*		