

Planning for Computing

School Our Lady's Year Group 3

Term 1	Term 2	Term 3
<p>e-Safety</p> <p>Communication & Networks</p> <p>Use technology safely, respectfully and responsibly.</p> <ul style="list-style-type: none"> • Build on knowledge from KS1. • Keeping ourselves safe online. Not sharing private information, including information that could be gathered from photos you post online. • Respecting other people's privacy online. 	<p>e-Safety</p> <p>Communication & Networks</p> <p>Recognise acceptable/unacceptable behaviour.</p> <ul style="list-style-type: none"> • Children to recognise the impact that they may have on others online. • Awareness of social media sites for their age group and appropriate conduct, treating others as you would treat someone in front of you. • Schools acceptable use policy. 	<p>e-Safety</p> <p>Communication & Networks</p> <p>Identify a range of ways to report concerns about content and contact.</p> <ul style="list-style-type: none"> • Building upon KS1 understanding of who to report issues and concerns to. • What kind of content to report and the people they can be reported to. • Teachers, Parents, CEOP, Police, Childline. <p>Adjust to be age appropriate/issues that may be evident in the cohort.</p>
<p>Algorithms</p> <p>Programming & Development</p> <p>Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems.</p> <ul style="list-style-type: none"> • Builds on work from KS1 • Looks at writing an algorithm to create a game or animation. 	<p>Algorithms</p> <p>Programming & Development</p> <p>Solve problems by decomposing them into smaller parts.</p> <p>Do not fix the problem for them. Get children to work collaboratively working on independence, resilience and persistence.</p>	<p>Algorithms</p> <p>Programming & Development</p> <p>Use sequence, selection and repetition on programs; work with variables and various forms of input and output.</p> <p>Sequence: step by step nature of programming and algorithms.</p> <p>Selection: instructions such as if.....then decisions (if it rains, then I will wear my coat).</p> <p>Repetition: repeat/loop until (keep going until 5 questions have been answered correctly)</p>

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Information Technology	Hardware & processing	Data & Data Representation	Data & Data Representation	Data & Data Representation	Information Technology
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.	Review the use of technology in ours and others everyday lives. Compare and evaluate.	Test how things move on a variety of surfaces and record the results using a graphing program.	Collect, analyse, evaluate and present data and information.	Observe and measure changing shadows in the environment using a datalogger.	Be discerning in evaluating digital content.