

Year 3 - Connecting computers

Computer Science - Networks

Lesson	Objective
1	I can explain that digital devices accept inputs
	I can explain that digital devices produce outputs
	I can follow a process
2	I can classify input and output devices
	I can model a simple process
	I can design a digital device
3	I can explain how I use digital devices for different activities
	I can recognise similarities between using digital devices and non-digital tools
	I can suggest differences between using digital devices and non-digital tools
4	I can recognise different connections
	I can explain how messages are passed through multiple connections
	I can discuss why we need a network switch
5	I can recognise that a computer network is made up of a number of devices
	I can demonstrate how information can be passed between devices
	I can explain the role of a switch, server, and wireless access point in a network
6	I can identify how devices in a network are connected with one another
	I can identify networked devices around me
	I can identify the benefits of computer networks

Year 3 - Animation

Information Technology and Digital Literacy - Media

Lesson	Objective
1	I can draw a sequence of pictures
	I can create an effective flipbook—style animation
	I can explain how an animation/flip book works
2	I can predict what an animation will look like
	I can explain why little changes are needed for each frame
	I can create an effective stop frame animation
3	I can break down a story into settings, characters and events
	I can describe an animation that is achievable on screen
	I can create a storyboard
4	I can use onion skinning to help me make small changes between frames
	I can review a sequence of frames to check my work
	I can evaluate the quality of my animation
5	I can explain ways to make my animation better
	I can evaluate another learner's animation
	I can improve my animation based on feedback
6	I can add other media to my animation
	I can explain why I added other media to my animation
	I can evaluate my final film

Year 3 - Desktop publishing

Information Technology and Digital Literacy - Media

Lesson	Objective
1	I can explain the difference between text and images
	I can recognise that text and images can communicate messages clearly
	I can identify the advantages and disadvantages of using text and images
2	I can change font style, size, and colours for a given purpose
	I can edit text
	I can explain that text can be changed to communicate more clearly
3	I can define the term 'page orientation'
	I can recognise placeholders and say why they are important
	I can create a template for a particular purpose
4	I can choose the best locations for my content
	I can paste text and images to create a magazine cover
	I can make changes to content after I've added it
5	I can identify different layouts
	I can match a layout to a purpose
	I can choose a suitable layout for a given purpose
6	I can identify the uses of desktop publishing in the real world
	I can say why desktop publishing might be helpful
	I can compare work made on desktop publishing to work created by hand

Year 3 - Sequence in music

Computer Science - Programming

Lesson	Objective
1	I can identify the objects in a Scratch project (sprites, backdrops)
	I can explain that objects in Scratch have attributes (linked to)
	I can recognise that commands in Scratch are represented as blocks
2	I can choose a word which describes an on-screen action for my design
	I can create a program following a design
3	I can start a program in different ways
	I can create a sequence of connected commands
	I can explain that the objects in my project will respond exactly to the code
4	I can explain what a sequence is
	I can combine sound commands
	I can order notes into a sequence
5	I can build a sequence of commands
	I can decide the actions for each sprite in a program
	I can make design choices for my artwork
6	I can identify and name the objects I will need for a project
	I can relate a task description to a design
	I can implement my algorithm as code

Year 3 - Events and actions

Computer Science - Programming

Lesson	Objective
1	I can explain the relationship between an event and an action
	I can choose which keys to use for actions and explain my choices
	I can identify a way to improve a program
2	I can choose a character for my project
	I can choose a suitable size for a character in a maze
	I can program movement
3	I can use a programming extension
	I can consider the real-world when making design choices
	I can choose blocks to set up my program
4	I can identify additional features (from a given set of blocks)
	I can choose suitable keys to turn on additional features
	I can build more sequences of commands to make my design work
5	I can test a program against a given design
	I can match a piece of code to an outcome
	I can modify a program using a design
6	I can make design choices and justify them
	I can implement my design
	I can evaluate my project

Year 3 - Branching databases

Information technology - Data and Information

Lesson	Objective
1	I can investigate questions with yes/no answers
	I can make up a yes/no question about a collection of objects
	I can create two groups of objects separated by one attribute
2	I can select an attribute to separate objects into groups
	I can create a group of objects within an existing group
	I can arrange objects into a tree structure
3	I can select objects to arrange in a branching database
	I can group objects using my own yes/no questions
	I can prove my branching database works
4	I can create yes/no questions using given attributes
	I can explain that questions need to be ordered carefully to split objects into similarly sized groups
	I can compare two branching database structures
5	I can select a theme and choose a variety of objects
	I can create questions and apply them to a tree structure
	I can use my branching database to answer questions
6	I can explain what a pictogram tells me
	I can explain what a branching database tells me
	I can compare two ways of presenting information