

Computing – Year 3			
Computing intent		Vocabulary	
Aims	<ul> <li>can understand and apply the fundamental principles and concepts of computer science, including abstraction, logic, algorithms and data representation</li> <li>can analyse problems in computational terms, and have repeated practical experience of writing computer programs in order to solve such problems</li> <li>can evaluate and apply information technology, including new or unfamiliar technologies, analytically to solve problems</li> <li>are responsible, competent, confident and creative users of information and communication technology.</li> </ul>	links, hyperlinks, linear, webpage, browser, control, variable, input, output, sequence, repetition, input, output, loops, detect, correct sequence, animation, input, output, conditions, loops, network, www, web crawlers, index, server, clients, routers, IP address, DNS	
	Knowledge and skills	Useful Units	Outcomes
Digital Literacy	<ul> <li>use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.</li> <li>Understand the opportunities networks offer for communication and collaboration.</li> <li>use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content.</li> </ul>	iProgram (1) – games and animation development iProgram (2) – Robotics with WeDo LEGO iSafe – eSafety iConnect – internet and World Wide Web incl. searching iPodcast – Audio editing with Podcasts	Games Animations LEGO Robots Searching the internet Editing a podcast Understanding database Understanding networks Looking at computer simulations
Informatio n Technology	<ul> <li>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.</li> <li>use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content.</li> </ul>	iSimulate – Exploring computer simulations iData – Introducing databases iConnect – internet and World Wide Web incl. searching iPodcast – Audio editing with Podcasts	Cross-curricular links  iPodcast – English, Maths, Science iConnect – Geography, Maths iNetwork – Geography iData – Maths, Science iProgram (1) – Art, DT, English, Maths, Music, Science iProgram (2) – DT, Maths, Science iSimulate – Maths, Science
Science Science	<ul> <li>design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.</li> <li>use sequence, selection, and repetition in programs; work with variables and various forms of input and output.</li> <li>use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.</li> <li>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.</li> <li>use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content.</li> </ul>	iProgram (1) – games and animation development iProgram (2) – Robotics with WeDo LEGO iSimulate – Exploring computer simulations iConnect – internet and World Wide Web incl. searching iNetwork – Introducing networks	