Computing Curriculum Planner: Year 3

Autumn	Spring	Summer

e-Safety- planned within PSHE / Citizenship
using Somerset BYTE Awards

I am kind and responsible

Agree class internet rules based on personal responsibilities. Include cyberbullying messages in Anti-bullying week.

e-Safety- planned within PSHE / Citizenship
using Somerset BYTE Awards

I am safe

Keep personal details private, consider who you are talking to online and make sure a trusted adult knows what you are doing online.
Use Safer Internet Day to focus on use of the internet and different technologies.

e-Safety – planned within PSHE / Citizenship
using Somerset BYTE Awards

I am healthy

Consider age-appropriate and healthy use of technology. Include consideration of time spent using technology and recognition of appropriate websites and games in Health week.

TIOL 1 - CORE

Year 3 My Safe Searching

3 sessions

- Search for information online and discuss the best ways to find answers
- Learn about the World Wide Web as part of the internet
- Search for copyright safe picture and edit

Multimedia 1 – CORE

Year 3 Make My eBook
2 sessions

- Look at a selection of eBooks
- Learn how to create own eBook adding text, images, sound and hyperlinks
- Add a narration to eBook
- Share eBook with classmates and others

Programming 1 - CORE

Year 3 Making My Program in Scratch   6 sessions

- Explore sprites
- Make things happen with individual blocks
- Create sequences
- Think through algorithm and program a dance
- Consider algorithm and program a knock knock joke
- Create animated story

Handling Data 1 – CORE

Year 3 Showing My Device Time   3 sessions

- Collect and show data on time spent playing games with 2Simple 2Graph or Easychart

Handling Data 2 – CHOICE

Year 3 My Top Trump Database
2 sessions

- Play animal top trumps
- Collect and sort data and information about animals
- Use branching database to sort animals (optional)
- Use 2investigate to record and interpret graph about animals

Handling Data 3 – CHOICE

Year 3 Helping My Plants Grow   2 sessions

- Use datalogger or app to test amount of light in different parts of the school
- Take photographs and measurements of plants
- Present data to others

Multimedia 2 – CHOICE

Year 3   My Art in Different Styles
3 sessions

- Explore the effects that can add to a photo to create in the style of a famous artist
- Create music in the style of a particular mood or to create an atmosphere
- Combine image, sound and greenscreening video

Programming 2 – CHOICE

Year 3   Making My Kodu Move   4 sessions

- Create algorithm and program to move a character in Kodu
- Add objects to Kodu
- Create simple game and give feedback to others

TIOL 2 – CORE

Year 3 Scan My Code
2 sessions

- Learn how to scan a QR code to retrieve information
- Create own QR codes to link to information and resources

Programming 4 – CHOICE

Year 3   Bounce My Scratch Jr Basketball   3/4 sessions

- Make a car move across the city
- Create a race across the city
- Teach the cat to dribble a basketball
- Create a basketball 'training video'

Open Ended Challenge

Identify an appropriate challenge to allow children to

- Use computational thinking to plan, develop and evaluate their use of technology
- Have a differentiated learning experience including developing mastery
- Demonstrate attainment in computing

Basic Skills
(to support my learning across the curriculum)

- Navigate public drive to save and retrieve files
- Connect peripheral devices using USB lead
- Use images saved to camera roll within a variety of Apps
- Use Save and Save As on laptops and PCs
- Copy and rename files to edit on tablets
- Use safe search engine eg Primary ICT / Swiggle
- Use individual fingers to input text and use SHIFT key to type characters.
- Amend text by highlighting and using SELECT/DELETE and COPY/PASTE
- Swap between letters and symbol input on a tablet
- Add shapes and word art to documents and presentations

Additional unplugged activities to reinforce computational thinking

Marvellous Machines
(30 - 40 minutes)

- Use machine parts to build a machine. What is it called?
- What does it do?
- How does it do it? What is the algorithm?

Instruction Stations
https://www.scratchjr.org
(30 - 40 minutes)

- Set up 4 – 6 'stations' each with a different exercise (e.g. clap hands, stomp feet, jump up and down).
- Raise green flag card, children follow the instruction at their station.
- Raise red stop sign card. Children stop and rotate to a different station.
- Repeat until children have moved through each station.
- Children work in groups to combine instructions to make their own sequence.

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