



Computing – Year 3 Overview

Year 3	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6
Term 1	<p>Computing systems and networks – Connecting Computers</p> <p>Lesson 1:</p> <p>LO: To explain how digital devices function.</p> <p>KS2: NC Aims 2, 4, 6</p>	<p>Computing systems and networks – Connecting Computers</p> <p>Lesson 2:</p> <p>LO: To identify input and output devices.</p> <p>KS2: NC Aims 2, 4, 6</p>	<p>Computing systems and networks – Connecting Computers</p> <p>Lesson 3:</p> <p>LO: To recognise how digital devices can change the way we work.</p> <p>KS2: NC Aims 2, 4, 6</p>	<p>Computing systems and networks – Connecting Computers</p> <p>Lesson 4:</p> <p>LO: To explain how a computer network can be used to share information.</p> <p>KS2: NC Aims 2, 4, 6</p>	<p>Computing systems and networks – Connecting Computers</p> <p>Lesson 5:</p> <p>LO: To explore how digital devices can be connected.</p> <p>KS2: NC Aims 2, 4, 6</p>	<p>Computing systems and networks – Connecting Computers</p> <p>Lesson 6:</p> <p>LO: To recognise the physical components of a network.</p> <p>KS2: NC Aims 2, 4, 6</p>
Term 2	<p>Creating media – Stopframe animation</p> <p>Lesson 1:</p> <p>LO: To explain that animation is a sequence of drawings or photographs.</p> <p>KS2: NC Aims 6, 7</p>	<p>Creating media – Stopframe animation</p> <p>Lesson 2:</p> <p>LO: To relate animated movement with a sequence of images.</p> <p>KS2: NC Aims 6, 7</p>	<p>Creating media – Stopframe animation</p> <p>Lesson 3:</p> <p>LO: To plan an animation.</p> <p>KS2: NC Aims 6, 7</p>	<p>Creating media – Stopframe animation</p> <p>Lesson 4:</p> <p>LO: To identify the need to work consistently and carefully.</p> <p>KS2: NC Aims 6, 7</p>	<p>Creating media – Stopframe animation</p> <p>Lesson 5:</p> <p>LO: To review and improve an animation.</p> <p>KS2: NC Aims 6, 7</p>	<p>Creating media – Stopframe animation</p> <p>Lesson 6:</p> <p>LO: To evaluate the impact of adding other media to</p>

						<p>animation.</p> <p>KS2: NC Aims 6, 7</p>
Term 3	<p>Programming A – Sequencing Sounds</p> <p>Lesson 1:</p> <p>LO: To explore a new programming environment.</p> <p>KS2: NC Aims 1, 2, 3, 6</p>	<p>Programming A – Sequencing Sounds</p> <p>Lesson 2:</p> <p>LO: To identify that commands have an outcome.</p> <p>KS2: NC Aims 1, 2, 3, 6</p>	<p>Programming A – Sequencing Sounds</p> <p>Lesson 3:</p> <p>LO: To explain that a program has a start.</p> <p>KS2: NC Aims 1, 2, 3, 6</p>	<p>Programming A – Sequencing Sounds</p> <p>Lesson 4:</p> <p>LO: To recognise that a sequence of commands can have an order.</p> <p>KS2: NC Aims 1, 2, 3, 6</p>	<p>Programming A – Sequencing Sounds</p> <p>Lesson 5:</p> <p>LO: To change the appearance of my project.</p> <p>KS2: NC Aims 1, 2, 3, 6</p>	<p>Programming A – Sequencing Sounds</p> <p>Lesson 6:</p> <p>LO: To create a project from a task description.</p> <p>KS2: NC Aims 1, 2, 3, 6</p>
Term 4	<p>Data and information – Branching databases</p> <p>Lesson 1:</p> <p>LO: To create questions with yes/no answers.</p> <p>KS2: NC Aims 6</p>	<p>Data and information – Branching databases</p> <p>Lesson 2:</p> <p>LO: To identify the attributes needed to collect data about an object.</p> <p>KS2: NC Aims 6</p>	<p>Data and information – Branching databases</p> <p>Lesson 3:</p> <p>LO: To create a branching Database.</p> <p>KS2: NC Aims 6</p>	<p>Data and information – Branching databases</p> <p>Lesson 4:</p> <p>LO: To explain why it is helpful for a database to be well structured.</p> <p>KS2: NC Aims 6</p>	<p>Data and information – Branching databases</p> <p>Lesson 5:</p> <p>LO: To plan the structure of a branching database.</p> <p>KS2: NC Aims 6</p>	<p>Data and information – Branching databases</p> <p>Lesson 6:</p> <p>LO: To independently create an identification tool.</p>



KS2 NC
Aims 6

Term 5	<p>Creating media – Desktop Publishing</p> <p>Lesson 1:</p> <p>LO: To recognise how text and images convey information.</p> <p>KS2: CO 5, 6</p>	<p>Creating media – Desktop Publishing</p> <p>Lesson 2:</p> <p>LO: To recognise that text and layout can be edited.</p> <p>KS2: CO 5, 6</p>	<p>Creating media – Desktop Publishing</p> <p>Lesson 3:</p> <p>LO: To choose appropriate page settings.</p> <p>KS2: CO 5, 6</p>	<p>Creating media – Desktop Publishing</p> <p>Lesson 4:</p> <p>LO: To add content to a desktop publishing publication.</p> <p>KS2: CO 5, 6</p>	<p>Creating media – Desktop Publishing</p> <p>Lesson 5:</p> <p>LO: To consider how different layouts can suit different purposes.</p> <p>KS2: CO 5, 6</p>	<p>Creating media – Desktop Publishing</p> <p>Lesson 6:</p> <p>LO: To consider the benefits of desktop publishing.</p> <p>KS2: CO 5, 6</p>
Term 6	<p>Programming B – Events and actions in programmes</p> <p>Lesson 1:</p> <p>LO: To explain how a sprite moves in an existing project.</p> <p>KS2: CO 1, 2, 3, 6</p>	<p>Programming B – Events and actions in programmes</p> <p>Lesson 2:</p> <p>LO: To create a program to move a sprite in four directions.</p> <p>KS2: CO 1, 2, 3, 6</p>	<p>Programming B – Events and actions in programmes</p> <p>Lesson 3:</p> <p>LO: To adapt a program to a new context.</p> <p>KS2: CO 1, 2, 3, 6</p>	<p>Programming B – Events and actions in programmes</p> <p>Lesson 4:</p> <p>LO: To develop my program by adding features.</p> <p>KS2: CO 1, 2, 3, 6</p>	<p>Programming B – Events and actions in programmes</p> <p>Lesson 5:</p> <p>LO: To identify and fix bugs in a program.</p> <p>KS2: CO 1, 2, 3, 6</p>	<p>Programming B – Events and actions in programmes</p> <p>Lesson 6:</p> <p>LO: To design and create a maze-based challenge.</p> <p>KS2: CO 1, 2, 3, 6</p>