

Year 3 Computing

Areas of Learning

- select, use and combine a variety of software (including internet services)
- design programs that accomplish specific goals
- use logical reasoning to explain how some simple algorithms work
- use search technologies effectively, for research of specific topics
- use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour.

Approaches to learning

- Develop further word processing and presentation skills: use font sizes and effects appropriately, use features of layout and design such as text boxes, columns, borders, WordArt.
- Use cut, copy and paste between applications as well as a spell checker.
- Use the Scratch programming environment.
- Write a simple program in Logo to produce a line drawing.
- Make Children aware of some of the risks to using the internet.

Examples of learning

Combine text and images to create either a printable document or a simple multimedia presentation on a cross-curricular topic on e.g. History or Geography. Create a comic with pictures and speech bubbles. Create an animation with changing slides and a sprite that moves. Use Logo to instruct turtle to create pictures using simple shapes. e-Safety Awareness Raising Video & Class Discussion.

References

Primary Curriculum 2014: <http://www.primarycurriculum.me.uk/ks2/computing>