

Year 3

1. Computing systems and networks – Connecting computers

2. Creating media - Stop-frame animation

3. Programming A - Sequencing sounds

4. Data and information – Branching databases

5. Creating media – Desktop publishing

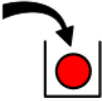
6. Programming B - Events and actions in programs



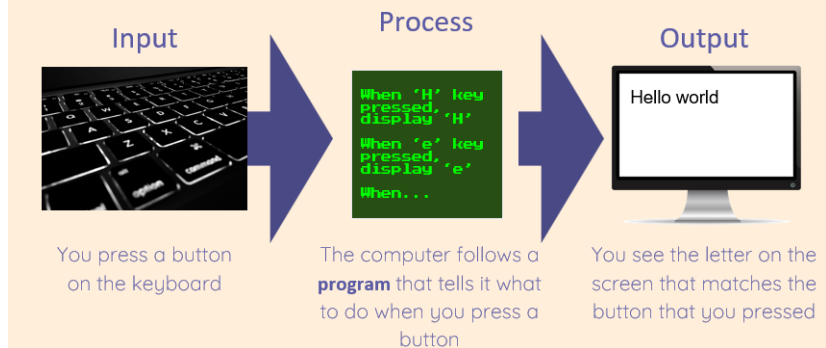
Year 3- Connecting computers



L1- To explain how digital devices function	L2- To identify input and output devices	L3- To recognise how digital devices can change the way that we work	L4- To explain how a computer network can be used to share information	L5- To explore how digital devices can be connected	L6- To recognise the physical components of a network
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input 	A device or action that sends information into a computer, like a keyboard or mouse.
output 	A device or action that shows or sends out information from a computer, like a screen or printer.
digital 	Something that uses computer technology to store, process, or send information.
wireless 	A way of connecting devices without using wires, often through signals like Wi-Fi or Bluetooth.
network 	A group of connected computers or devices that can share information with each other.

Digital devices must have an input, a process, and an output



Server

A computer that manages the network and stores files

Wireless access point

A device connected to a wired network, which sends and receives wireless signals for devices with Wi-Fi connectivity

Network cables: wires used to connect **wired** devices to the network

Network sockets: allow network cables to be connected to the network



Year 3- Stop-frame animation



L1- To explain that animation is a sequence of drawings or photographs	L2- To relate animated movement with a sequence of images	L3- To plan an animation	L4- To identify the need to work consistently and carefully	L5- To review and improve an animation	L6- To evaluate the impact of adding other media to an animation
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animation 	Animation is when pictures or drawings are made to move, like your favourite cartoons or movies.
frame 	A still picture of an animation within a series of pictures.
sequence 	A set of actions that have a particular order.
delete 	Delete means to make something go away, like erasing a picture or a word you don't want anymore on the computer.
media 	A form of communication, such as text, graphics, animation and audio.
import 	To bring data from one program or file to another.



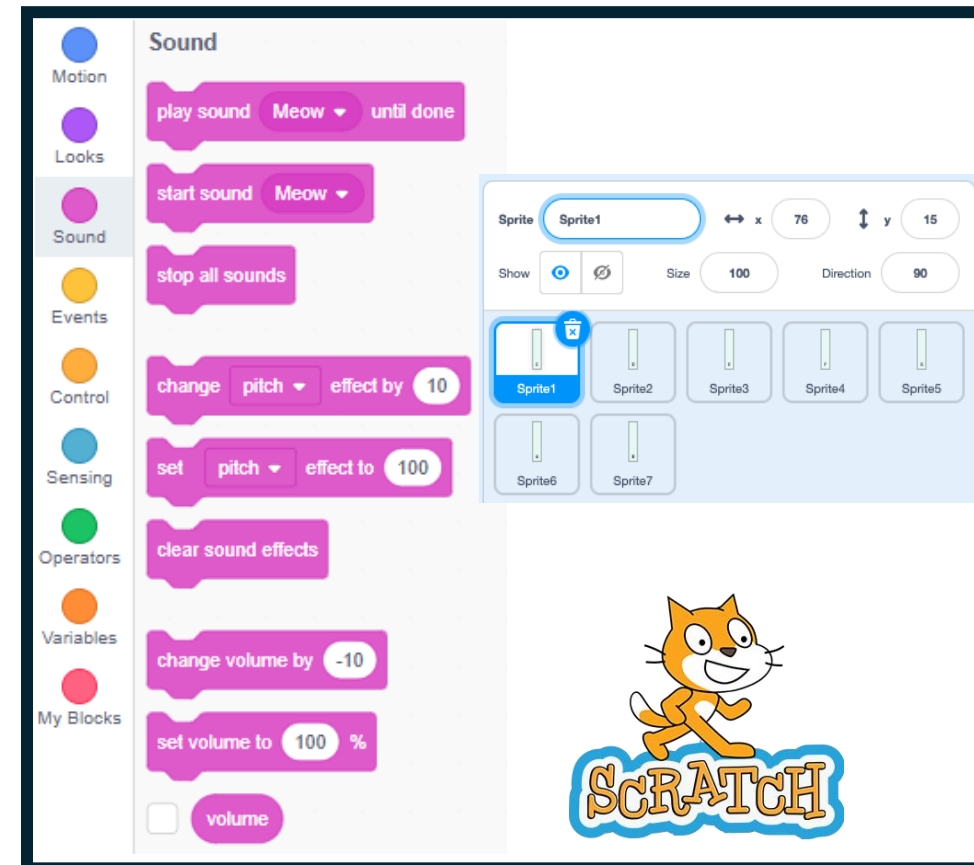


Year 3- Sequencing sounds



L1- To explore a new programming environment	L2- To identify that commands have an outcome	L3- To explain that a program has a start	L4- To recognise that a sequence of commands can have an order	L5- To change the appearance of my project	L6- To create a project from a task description
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command 	A single instruction that can be used in a program to control a computer.
block 	A block in ScratchJr is a little puzzle piece that gives the computer a command, like making a character move, jump, or talk.
sequence 	A set of actions that have a particular order.
debugging 	The process of finding and correcting errors in a program.
program 	A set of ordered commands that can be run by a computer to complete a task.
code 	The commands that a computer can run.

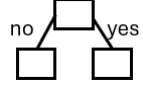
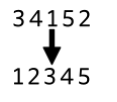


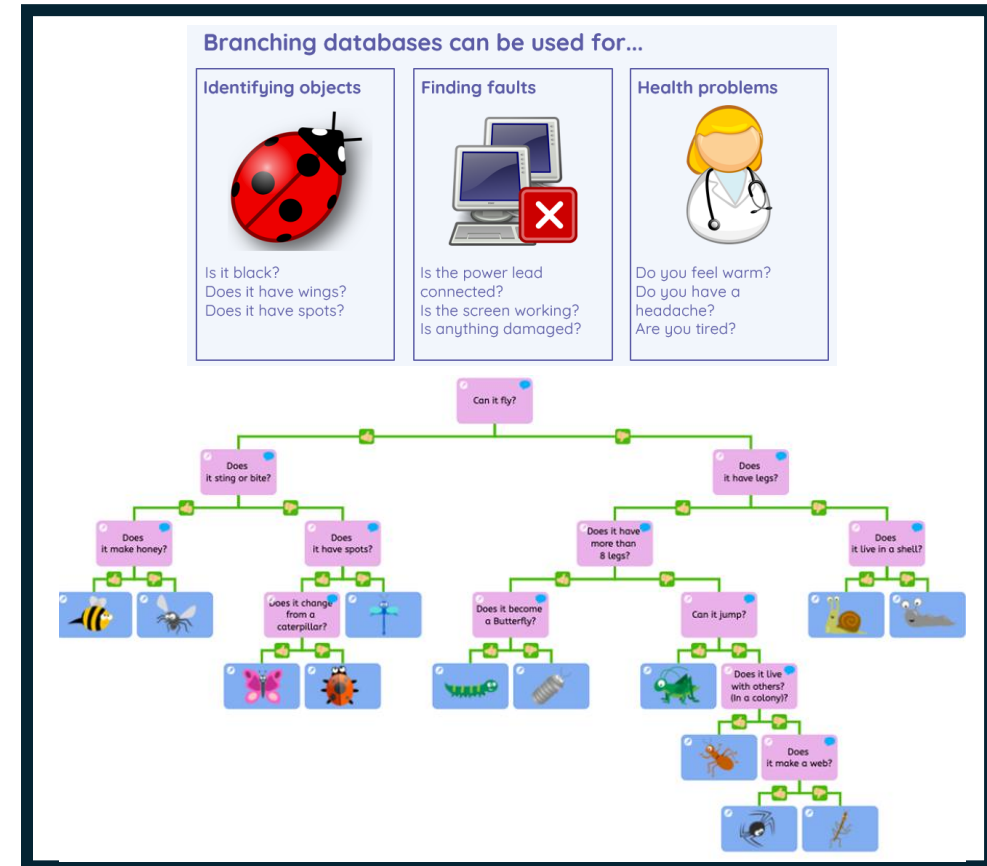


Year 3- Branching databases



L1- To create questions with yes/no answers	L2- To identify the attributes needed to collect data about an object	L3- To create a branching database	L4- To explain why it is helpful for a database to be well structured	L5- To plan the structure of a branching database	L6- To independently create an identification tool
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value 	The specific information or data used to describe an object, such as colour, size, or shape.
branching 	A way of organising information by asking yes/no questions that lead to different paths or outcomes.
database 	A place where information is stored in an organised way so it's easy to find and use.
structure 	How the parts of a database are arranged to make it clear and easy to follow.
order 	The sequence in which questions or data are arranged to help sort and identify objects.



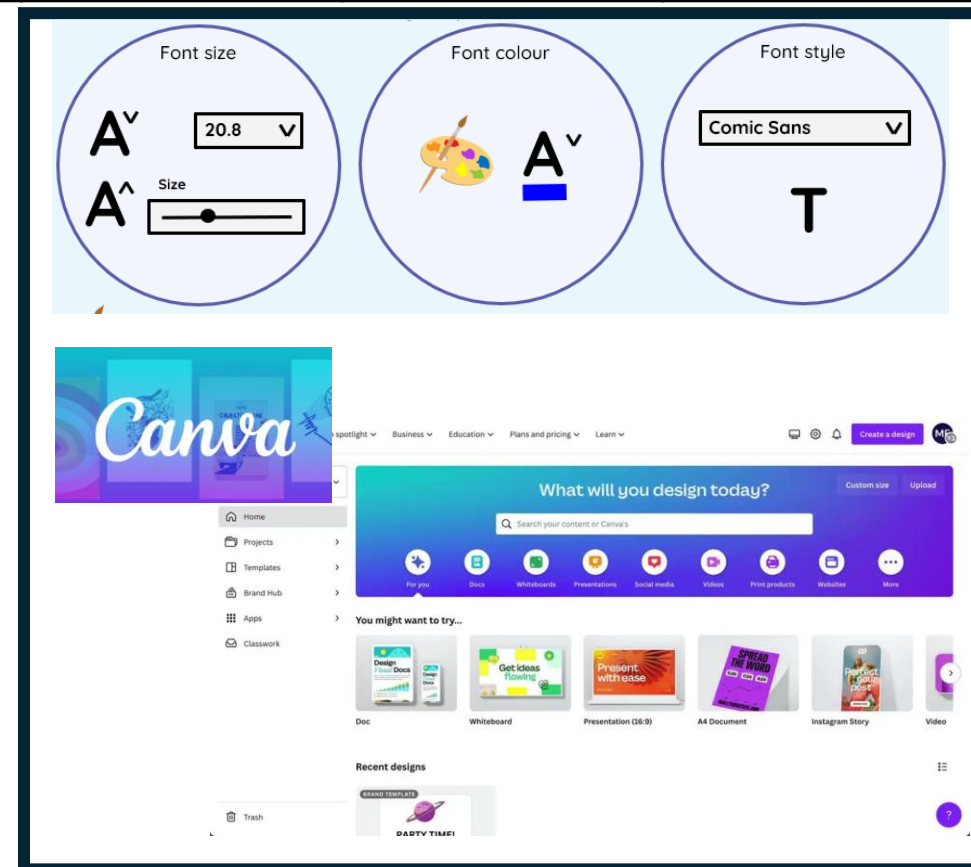


Year 3- Desktop publishing



L1- To recognise how text and images convey information	L2- To recognise that text and layout can be edited	L3- To choose appropriate page settings	L4- To add content to a desktop publishing publication	L5- To consider how different layouts can suit different purposes	L6- To consider the benefits of desktop publishing
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layout 	The way text and images are arranged on a page to help share information clearly.
font 	The style of the letters and numbers you see when typing.
template 	A ready-made design or you can use to help create a document quickly.
copy 	To make an exact version of text or an image so you can use it somewhere else.
paste 	To place copied text or images into a new location in your document.





Year 3- Events and actions in programs



L1- To explain how a sprite moves in an existing project	L2- To create a program to move a sprite in four directions	L3- To adapt a program to a new context	L4- To develop my program by adding features	L5- To identify and fix bugs in a program	L6- To design and create a maze-based challenge
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algorithm 	A precise set of ordered steps that can be followed by a human and implemented on a computer to achieve a task.
debugging 	The process of finding and correcting errors in a program.
code 	The commands that a computer can run.
event 	An event in Scratch is something that happens that triggers a sequence or action to start.
design 	Design is the process of planning and creating how something will look or work
test 	To check whether something works correctly and meets certain expectations.

The image shows the Scratch programming environment. On the left is the code editor with the following blocks:

- Motion: move 10 steps, turn 15 degrees (clockwise), turn 15 degrees (counter-clockwise), go to random position, go to x: 0 y: 0, glide 1 secs to random position, glide 1 secs to x: 0 y: 0, point in direction 90.

 On the right is the stage with a cat sprite. Below the stage are controls for the sprite:

- Sprite: Sprite1
- Location on the screen: x: 0, y: 0
- Show: Hide/show button
- Size: 100
- Direction: 90
- Way that your sprite is facing: (indicated by the direction value)