



Computing Progression of Skills

Year 3



Year 3 National Curriculum Objectives for Computing: Children will be taught to:

Online Safety (3.2)

- Know what makes a safe password, how to keep passwords safe and the consequences of giving your passwords away.
- Understand how the Internet can be used to help us to communicate.
- Understand how a blog can be used to help us communicate with a wider audience
- Consider if what can be read on websites is always true
- Look at a 'spoof' website.
- Create a 'spoof' webpage.
- Think about why these sites might exist and how to check that the information is accurate
- Learn about the meaning of age restrictions on digital media and devices
- Discuss why PEGI restrictions exist.
- Know where to turn for help if they see inappropriate content or have inappropriate contact from others.

Spreadsheets (3.3)

- Add and edit data in a table layout.
- Find out how spreadsheet programs can automatically create graphs from data.
- Introduce the 'more than', 'less than' and 'equals' tools.
- Introduce the 'spin' tool and show how it can be used to count through times tables
- Introduce the Advanced mode of 2Calculate.
- Learn about describing cells using their addresses.

Email (3.5)

- Think about the different methods of communication.
- Open and respond to an email.
- To write an email to someone from an address book.
- Learn how to use email safely.
- Learn how to use email safely.
- Add an attachment to an email.
- Explore a simulated email scenario.

Coding (3.1)

- o review previous coding knowledge.
- To understand what a flowchart is and how flowcharts are used in computer programming
- o understand that there are different types of timers.
- To be able to select the right type of timer for a purpose
- Understand how to use the repeat command.
- Use coding knowledge to create a range of programs.
- To understand the importance of nesting
- To design and create an interactive scene

Touch Typing (3.4)

- Introduce typing terminology.
- Understand the correct way to sit at the keyboard
- Learn how to use the home, top and bottom row keys
- Practice and improve typing for home, bottom, and top rows.
- Practice the keys typed with the left hand
- Practice the keys typed with the right hand.

Graphing (3.8)

- Enter data into a graph and answer questions.
- Solve an investigation and present the results in graphic form.

Branching Databases (3.6)

- Sort objects using just YES/NO questions.
- Complete a branching database using 2Question.
- Create a branching database of the children's choice.

Simulations (3.7)

- Find out what a simulation is and understand the purpose of simulations
- Explore a simulation, making choices and discussing their effects.
- Work through and evaluate a more complex simulation.

Presenting (3.9)

PowerPoint / Google Slides

- Create a page in a presentation.
- Add media to a presentation
- Add animations into a presentation
- Add timings into a presentation
- Use the skills learnt in previous weeks to design and present an effective presentation.

Notes**Children working below objectives listed above****Children who are working above objectives listed above**