



St Laurence's CE Primary School

Computing

Long Term Plan

Year 3



Autumn 1 Coding/internet safety	Autumn 2 Touch typing	Spring 1 Spreadsheets	Spring 2 simulations	Summer 1 Emails	Summer 2 Presenting with PowerPoint
<u>Key Content & Skills</u> To understand what a flowchart is and how flowcharts are used in computer programming To understand that there are different types of timers. To understand how to use the repeat command. To design and create an interactive scene. To understand how to use the internet safely.	<u>Key Content & Skills</u> To introduce typing terminology. To understand the correct way to sit at the keyboard. To learn how to use the home, top and bottom row keys. To practice and improve typing for home, bottom, and top rows.	<u>Key Content & Skills</u> To add and edit data in a table layout. To find out how spreadsheet programs can automatically create graphs from data. To introduce the 'more than', 'less than' and 'equals' tools	Key content and skills To find out what a simulation is and understand the purpose of simulations. To explore a simulation, making choices and discussing their effects	<u>Key Content & Skills</u> To open and respond to an email. To write an email to someone from an address book. To learn how to use email safely. To add an attachment to an email.	<u>Key Content & Skills</u> To create a page in a Presentation To add media to a presentation To add animations into a Presentation To add timings into a presentation To use the skills learnt in previous weeks to design and present an effective presentation.
<u>Vocabulary</u> Coding Event Action Object Algorithms Command Execute debugging	<u>Vocabulary</u> Online safety Password Information Blogs Communicating PEGI Symbols	<u>Vocabulary</u> Computer science Spreadsheet Rows Columns Cells Table toolbox	<u>Vocabulary</u> Information technology Analysis Modelling Simulation Evaluation Decision	<u>Vocabulary</u> Online safety Computer science Data and information Email Attachment Communication	<u>Vocabulary</u> Information technology Animation Layer Slide Broder properties Slideshow Media Font Text box Word art
<u>Assessment against the National Curriculum</u> design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts use technology safely, respectfully and responsibly; recognize acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact	<u>Assessment against the National Curriculum</u> select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information	<u>Assessment against the National Curriculum</u> use sequence, selection, and repetition in programs; work with variables and various forms of input and output	<u>Assessment against the National curriculum</u> design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts	<u>Assessment against the National Curriculum</u> understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration	<u>Assessment against the National Curriculum</u> select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information



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