



Knowle CE Primary Academy

Curriculum Map: Year 3 COMPUTING



DEEP DIVE YEAR 3		Credibility					
		Computing Skills 1:1	Word Processing 1:2	Online Safety 2:1	Internet Research and Communication 2:1	Drawing and Desktop Publishing 3:1	Programming with Turtle Logo and Scratch 3:2
<i>What can pupils already know/do/understand?*</i>							
Non-Negotiable lessons	1 to 6	1 to 6	1 to 5	1,2,3,5,6, Lesson 4 to be taught alongside Lesson 5 'Online Safety'	1 to 6 Unit can be taught alongside Word Processing unit	1 to 6	End of Year project for children to apply new skills
Cross Curricular Opportunities Creativity	Link to the text Jack and the Beanstalk	Linked to work on the Egyptians.	Links to e-safety week/PSHE	Class research on (Vikings/Dragons)	Linked to persuasive writing	Links to maths - shape and direction.	
Delivery timescale (Suggested)	Block equivalent of 1-2 days for the unit.	1-6 taught individually	1-6 taught individually (discussion and short activity sessions)	1-6 taught individually (discussion and short activity sessions)	1-6 taught individually	Individual lessons/ block depending on children's skill level.	Timescale prescribed by teacher.
Problem-solving Approach Compassion	My story sounds great but how can I make it look more exciting?	How can I create a story that is influenced by the reader?	How can I keep safe when talking to others and researching online?	There is too much to choose from, how do I know which website is best?	How can I use the images I have drawn on the computer?	What commands make my algorithm much simpler?	How can we show our teachers how much more we know, can do and understand about computing?*
Community Opportunities Community	Share writing through SZapp/ school website.	Share branching stories.	N/A	N/A	Posters to be on display.	N/A	N/A



Utilise other appropriate opportunities for the application and practice of taught skills/knowledge

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<p>Assessment Criteria By the end of each unit all children should be able to:</p>	
<p>Computing Skills</p> <ul style="list-style-type: none"> - Use undo and redo - Make text bold, italic or underline. - Select text in different ways. - Change case. - Align text 	<p>Word Processing Skills</p> <ul style="list-style-type: none"> - create a simple presentation - create shapes
<p>Online Safety</p> <ul style="list-style-type: none"> - Recognise cyberbullying - Identify a safe person to tell if they encounter cyberbullying - Know that cyberbullying can happen via a range of devices - Identify adverts online - Identify a targeted advert - Explore how companies use websites to promote products - Create a strong password - Explain why a strong password is important - Explain what privacy settings are - Discuss email as a form of communication - Identify an email that they should not open - Write an email with an address and subject - Know how to safely send an email - Know how to safely receive an email - Identify online communities they are a part of - Identify different forms of online communication 	<p>Internet Research and Communication</p> <ul style="list-style-type: none"> - To know and understand how word order affects the results returned - They will know how to bookmark or favourite a page and name different types of online communication - Children will know what to do if they feel uncomfortable when communicating online - They will be able to identify how they should behave online

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<ul style="list-style-type: none"> - Discuss the positive and negative aspects of online communities - Discuss the differences between communication in real life and online - Discuss what they have learnt about online safety - Communicate their ideas with a group clearly and listen to others' contributions - Use what they know about online safety to plan a party using online methods 	
<p>Computer Art</p> <ul style="list-style-type: none"> - Draw objects - Insert text boxes and images 	<p>Programming with Logo/Scratch</p> <ul style="list-style-type: none"> - Create and debug algorithms to draw regular polygons using the repeat command/ block (Turtle Logo and Scratch)
<p>Using and Applying</p> <ul style="list-style-type: none"> - Use and combine appropriate software to design, create and present an electronic presentation. 	

We follow a problem-solving approach to Computing. We focus on how we often use technology to solve problems and how sometimes, technology creates problems, which in turn, need solving! Themes and topics often start with a scenario or a question and whenever possible this is made 'real' for our pupils to motivate them and to give purpose to their learning.