

Year 3 Computing Progression Map

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Topic	Create digital content (3.4 -4)(3.9 -5)/ <mark>e-safety</mark>	Communication & Networks(3.5 -6)/ e-safety	Data & Data Representation (3.3 – 3)(3.5 -4)(3.8 -3)/ e-safety	Hardware & Processing (3.7 -4)/ e-safety	Algorithms/ Programming &	Development (3,1 -6)/e-safety
Learning Objective (from DC Pro)	Uses technology with increasing independence to purposefully organise digital content. (AB) Uses a variety of software to manipulate and present digital content: and information. (AL) Talks about their work and make improvements to solutions based on feedback received. (EV)		Performs single criteria searches for information. (AL)	range of input and output devices. Understands the function of the main internal parts of basic computer architecture (AB) (DE)	 Designs simple algorithms using leterates and corrects errors i.e. deterates and correct errors i.e. deterates and correct simple seman programs. (AL) Detects and correct simple seman programs. (AL) 	outcomes.(AL) bugging, in algorithms. (AL) mplemented on digital devices as the behaviour of programs. (AL)
	Demonstrates use of computers safe	7 1 35				
		Know the term search engine' Evaluate websites giving reasons for choices Find specific information from a website Enter the data into a data collection sheet	 Complete two record cards and give examples of a database Choose the correct search terms from a variety of questions and enter into the database Write a variety of questions, find the answers and then copy on the computer Create a graph, copy and paste into Textease and answer all of the questions 	 Know and use the terms, motherboard, CPU, RAM, power supply, hard drive Identify input and output devices 	 Understand and use different blocks to create pattern programs for sprites Use the looks blocks to write programs for their names understanding the effect of using the blocks Correctly follow four algorithms to program the shapes Uses loops within programs (AL) Uses logical reasoning to predict the behaviour of programs. (AL) Detects and correct simple semantic errors i.e. debugging, in programs. (AL) 	
Skills	Copyright and ownership I can explain why copying someone else's work from the internet without permission can cause problems. I can give examples of what those problems might be.	using technology can sometimes have a negative impact on me; I can give some examples of activities where it is easy to spend a lot of time engaged (e.g.	Online relationships/ Online bullying I can describe ways people who have similar likes and interests can get together online. I can give examples of technology specific platforms of communication (e.g. emojis, acronyms, text speak). I can explain some risks of communicating online with others I don't know well. I can explain how my and other people's feelings can be hurt by what is said or written online. I can explain why I should be careful who I trust online and what information I can trust them with. I can explain why I can take back my trust in someone or something if I feel nervous, uncomfortable or worried. I can explain what it means to 'know someone' online and why this might be different from knowing someone in real life. I can explain what is meant by 'trusting someone online'. I can explain why this is different from 'liking someone online'. I can explain what bullying is and can describe how people may bully others I can describe rules about how to behave online and how I follow them.	Online reputation I can search for information about myself online. I can recognise I need to be careful before I share anything about myself or others online. I know who I should ask if I am not sure if I should put something online.	Privacy and security I can give reasons why I should only share information with people I choose to and can trust. I can explain that if I am not sure or I feel pressured, I should ask a trusted adult. I understand and can give reasons why passwords are important. I can describe simple strategies for creating and keeping passwords private. I can describe how connected devices can collect and share my information with others.	Self-image and identity I can explain what is meant by the term 'identity'. I can explain how I can represent myself in different ways online. I can explain ways in which and why I might change my identity depending on what I am doing online (e.g. gaming; using an avatar; social media).
Vocabulary	multimedia, presentations, alignment, brush size, repeats, reflections, green screening, amend, copy, paste	structured, fields	Questioning, database, construct, contribute, recording data, data logger, present data, record, fields, search/crteria, less than/more than, highlight, graph, axes, labels, most/least, altogether r, esafety rules, secure passwords, report abuse button,	devices, computer parts, desktop, laptop, motherboard, CPU, hard drive, RAM, power supply, input, output, device, data	sequence instructions, sequence del commands, sequence programming repeat. Loop, algorithm, flow diagra commands, timing, insert, modify	, blocks, sprite, background, looks,

	-	Radford		Year 3 Computing Pro	gression Map		
Ongoing skills	e Digital Content	 General ICT Skills: To save and retrieve a piece of work. To open a file and save it in a new location. To print a piece of work. 	General Graphics /Video Skills To copy an image. To rotate an image To resize an image To flip an image To create a repeating pattern To create a design for a purpose	General Sound Recording Skills To use software to record music and sounds To change sounds they have recorded To save, retrieve and edit sounnds	Word Processing To change the font, size and colour of text. To use bold, italic and underline. To know how to undo and redo. To align text left, right, centre and justify and know to use them. To insert clipart or WordArt object and to manipulate it.	images and sounds and show	Internet Skills To print out a page from the internet. To use hyperlinks to move around a website. Find information by browsing a menu To add a page to favourites.
	e-safety	•	earch engines omplete is and how to choos ernet can be used to sell and	55			

Computer Science	
Information Technology	
Digital Literacy	

I can explain the difference between a 'belief', an 'opinion' and a 'fact'.