Copplestone Computing Curriculum
Year 3

Overview and Small Steps					
Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Computing systems and networks – Connecting computers (*CS and IT)* 1. To explain how digital devices function 2. To identify input and output devices 3. To recognise how digital devices can change the way we work 4. To explain how a computer network can be used to share information 5. To explore how digital devices can be connected 6. To recognise the physical components of a network	Creating media – Stop-frame animation *(DL and IT)* 1. To explain that animation is a sequence of drawings or photographs 2. To relate animated movement with a sequence of images 3. To plan an animation 4. To identify the need to work consistently and carefully 5. To review and improve an animation 6. To evaluate the impact of adding other media to an animation	Programming A – sequencing sounds *(CS and IT)* 1. To explore a new programming environment 2. To identify that commands have an outcome 3. To explain that a program has a start 4. To recognise that a sequence of commands can have an order 5. To change the appearance of my project 6. To create a project from a task description	Data and information – Branching databases (*DL and IT)* 1. To create questions with yes/no answers 2. To identify the attributes needed to collect data about an object 3. To create a branching database 4. To explain why it is helpful for a database to be well structured 5. To plan the structure of a branching database 6. To independently create an identification tool	Creating media – Desktop publishing *(IT and DL)* 1. To recognise how text and images convey information 2. To recognise that text and layout can be edited 3. To choose appropriate page settings 4. To add content to a desktop publishing publication 5. To consider how different layouts can suit different purposes 6. To consider the benefits of desktop publishing	Programming B – Events and actions in programs *(CS and IT)* 1. To explain how a sprite moves in an existing project 2. To create a program to move a sprite in four directions 3. To adapt a program to a new context 4. To develop my program by adding features 5. To identify and fix bugs in a program 6. To design and create a maze-based challenge
https://teachcomputing.org/curriculum/key-stage-2/computing-systems-and-networks-connecting-computers/how-does-a-digital-device-work	https://teachcomputing.org/curriculum/key-stage-2/creating-media-animation	https://teachcomputing.org/curriculum/key-stage-2/programming-a-sequence-in-music	https://teachcomputing.org/curriculum/key-stage-2/data-and-information-branching-databases	https://teachcomputing.org/curriculum/key-stage-2/creating-media-desktop-publishing	https://teachcomputing.org/curriculum/key-stage-2/programming-b-events-and-actions

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National Curriculum links

Computer Science (CS) – foundation understanding – How computers and computer systems work and how they are designed and programmed.

Information Technology (IT) – using their understanding, applying- The purposeful use of existing programs to develop products and solutions.

Digital Literacy (DL) – implications- The skills, knowledge and understanding needed in order to participate fully and safely.

Computational Thinking – threaded throughout computer science, information technology and digital literacy.

Vocabulary For Year Group

Red is new vocabulary for year group.

Algorithm - A precise set of ordered steps that can be followed by a human or a computer to achieve a task.

Attribute – A word or a phrase that can be used to describe an object such as its colour, size, or price.

Code - The commands that a computer can run.

Code snippet – A section of a program viewed in isolation.

Command - A single instruction that can be used in a program to control a computer.

Computer - A programmable machine that accepts and processes inputs and produces outputs (input, process, output; IPO).

Computer Network – A group of interconnected computing devices.

Computer systems - A combination of hardware and software that can have data input to it, which it then processes and outputs. It can be programmed to perform a variety of tasks.

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Data - A letter, word, number etc. that has been collected for a purpose, but stored without context.

Debugging - The process of finding and correcting errors in a program

Digital Device - A computer or a device with a computer inside that has been programmed for a specific task.

Information - Data put into a context that provides meaning.

Input – Data that is sent to a program to be processed.

Output – The result of data processed by a computer.

Process- A program, or part of a program, that is running on a computer.

Program - A set of ordered commands that can be run by a computer to complete a task.

Run (execute) – To action the commands in a program.

WiFi - A technology that allows devices to wirelessly access a network and transfer data.