

Computing		
	Year 3	Program used
Problem solving and Logical Thinking	<ul style="list-style-type: none"> <li>Experiment with variables to control models</li> <li>Input directional instructions <i>eg online robots</i></li> <li>Design and write more complex programs - leading to varying outcomes</li> <li>Understand input and output</li> <li>Explore using commands to sequence and repeat for a desired outcome - <i>eg drawing shapes on screen</i></li> </ul>	Purple Mash or Richard's coding  2 code Gibbon & Gorilla Free code Gibbon & Gorilla  2 Logo challenges 12 protect the planets
Creative content	<ul style="list-style-type: none"> <li>Use editing software to manipulate media - <i>eg crop/add effects/ manipulate audio</i></li> <li>Manipulate sound</li> <li>Combine text, images and sounds and show awareness of an audience</li> </ul>	iPads/Window Movie Maker  Isleoftune.com or audacity  iPads/Window Movie Maker
Digital Literacy	<ul style="list-style-type: none"> <li>Open and send an attachment</li> <li>Find relevant information by browsing a menu</li> <li>Search for an image, then copy and paste it into a document</li> <li>Copy and paste text into a document</li> <li>Begin to manipulate text (<i>eg underline text, centre text, change font and size</i>)</li> <li>Save files to an appropriate folder</li> </ul>	2 email  Google  Search engines  Power Point or 2 Publish Plus (PDF 2 simple publishing tools)
Key vocabulary	Related Vocabulary	
Greater Depth:	<ul style="list-style-type: none"> <li>Appreciate some algorithms are more efficient than others and state why they are</li> <li>Identify when digital technology leads to improvements or when it makes things worse</li> </ul>	
Topic/Novel Link:		
Defined End Point		
<ul style="list-style-type: none"> <li>Evaluate and apply a wider range of information technology to solve more complex problems and begin to identify improvements that can be made with digital technology</li> </ul>		