

Computing



Key Stage 2 Y3 Spring	Vocabulary: Return key, shift key, cursor, font, copy, paste, information sharing, save, edit, cut, undo, bold, import, scroll, justify, align, validity, consequences, online, cyberbully, password, protect, secure, binary, loop, repeat, algorithm, bug, debug, program, program, programming, sequence, event		National Curriculum reference							
			Pupils should be taught to: - 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 - 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 - design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts - use sequence, selection, and repetition in programs; work with variables and various forms of input and output - use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs							
Resources and links kiddle.co https://www.j2e.com/j2data/ www.code.org	What we want children to know:									
	Computing Curriculum Coverage	Text	Software-based knowledge							
	<table><tr><td>Generic</td></tr><tr><td>E-safety</td></tr><tr><td>Text</td></tr><tr><td>Research</td></tr><tr><td>Creating</td></tr><tr><td>Coding</td></tr><tr><td>Data</td></tr></table>	Generic	E-safety	Text	Research	Creating	Coding	Data	- Select text and change font, size and colour - Select text and use 'bold' and 'underline' icons - Use cursor arrow keys for on screen editing - Use scroll bars to view document - Justify and align text - Import a picture or graphic and add text	- Create and name new folders - Make changes to work using spell-check - Highlight selected items - Use cut, copy and paste including learning the shortcuts for copy and paste - Use undo to correct errors - Use keyboard with growing confidence http://primarygamesarena.com/Subjects/ICT - Explain how computing has been used to complete a task
	Generic									
E-safety										
Text										
Research										
Creating										
Coding										
Data										
Data Handling	Research	Coding (Course C lessons 3-18)								
- Collect information using a questionnaire - Recognise information that would be suitable for a topic being researched - Enter data into j2e website to create a bar chart - Enter data into j2e website to create a pictogram - Enter data into j2e website to create a table - Sort and organise information to use in other ways	- Type a URL to find a website - Add websites to favourites - Use an appropriate search engine to find images or text (Kiddle)	- Use simple commands 'up', 'down', 'forward' and 'backward' to instruct others and follow others instructions to stack cups in a particular pattern - Stack code block together in a linear sequence developing sequential algorithms to achieve a task - Use knowledge of coding to step through the existing code identifying errors and correcting these - Stack code block together in a linear sequence developing sequential algorithms to achieve a task using the commands 'turn left', 'turn right', 'forward', 'collect', 'go', 'pick' and 'repeat' - Use more complex commands to complete specific tasks such as how many pixels to move forward and how many degrees to turn - Beginning to understand how computers work with an introduction to binary - Use loops in more complex code to complete tasks efficiently								