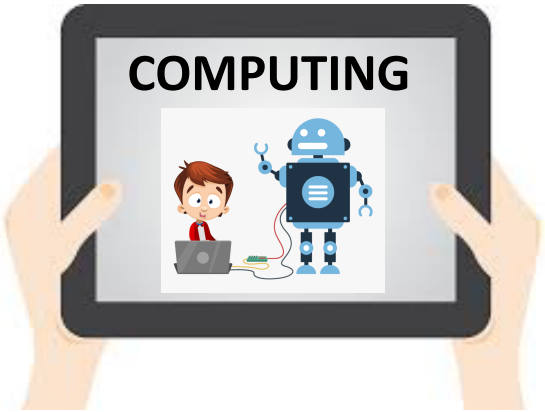


Year 3: Autumn 1

Online Safety

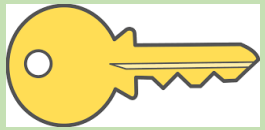
Prior Learning – Online Safety Year 2

Objectives

- To understand how to be a good digital citizen, ☐
- To recognise ways in which devices can be distracting, ☐
- To identify what kind of information I should keep private on the internet, ☐
- To learn about our digital footprints, ☐
- To understand how people can connect on the internet, ☐
- To understand what online meanness can look like, ☐

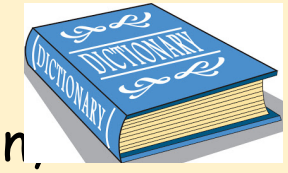
Key Learning

Being safe online means individuals are protecting themselves and others from online harms and risks which may jeopardise their personal information, lead to unsafe communications or even effect their mental health and wellbeing.

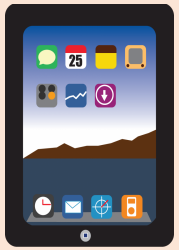


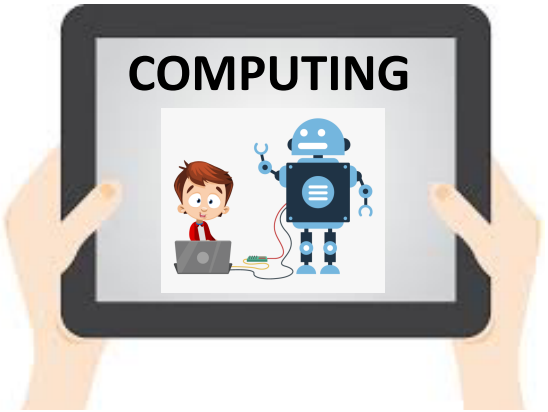
Vocabulary

- Citizen,
- Pledge,
- Attention,
- Distraction,
- Private,
- Footprint,
- Community,
- Online,



Key Resources





Year 3: Autumn 2 Coding and Programming

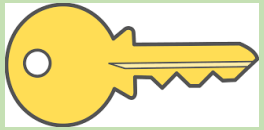
Prior Learning – Developing Programming Year 2

Objectives

Design, write and debug programs that accomplish specific goals, ☐
Use repetition in programs, ☐
Work with various form of inputs; keyboard, mouse and touch screen, ☐
Write programs that simulate physical systems, ☐

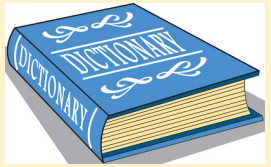
Key Learning

The Scratch is one of the most popular platforms in education to teach programming. The activities consolidate the skills covered in the previous year groups. Pupils will learn to write simple programs like interactive maps and animated conversations.

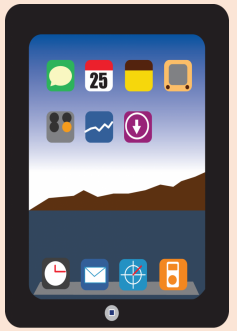


Vocabulary

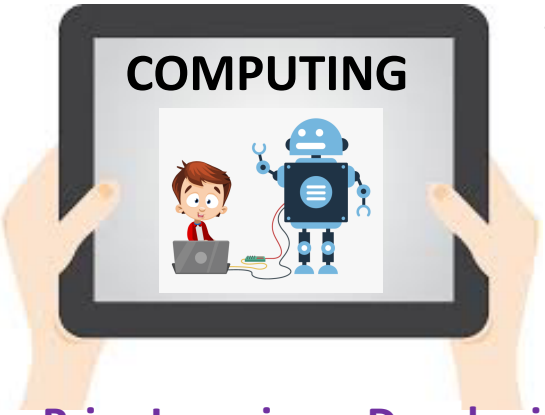
- Code,
- Program,
- Sequence,
- Algorithm,
- Debug,
- Repetition,
- Input,
- Output,



Key Resources



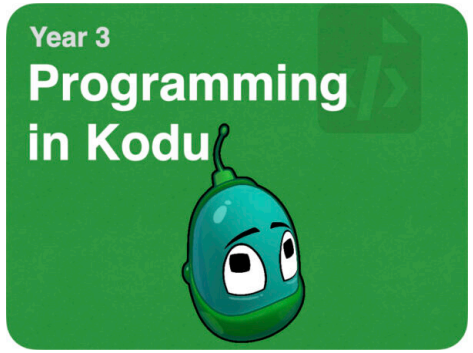
scratch.mit.edu



Year 3: Spring 1

Programming a Game

Prior Learning – Developing Programming Year 2

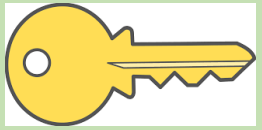


Objectives

Create a 3D place using various design tools, ☐
Write a program to control a character using inputs, ☐
Write a program with conditions to create an if statement, ☐
Write a program with variables, ☐

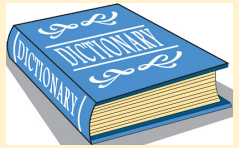
Key Learning

Pupils will use the programming skills they have acquired so far into a more open-ended and creative environment. Kodu is a good introduction to Programming where pupils can become familiar with words such as sequence, inputs and conditions.
Pupils will make use of inputs to control the Kodu and the conditions to have objects interact with each other.

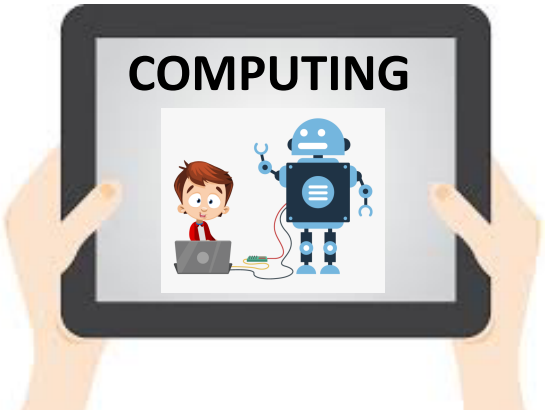


Vocabulary

- Code,
- Program,
- Sequence,
- Algorithm,
- Debug,
- Repetition,
- Input,
- Output,



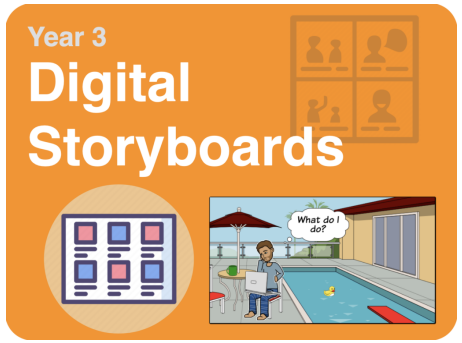
Key Resources



Year 3: Spring 2

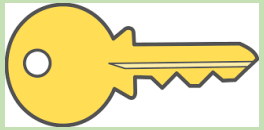
Digital Storyboard

Prior Learning – Ebooks Year 2



Key Learning

Pupils will learn to use computers to create a digital storyboard. They will design a story with characters, backgrounds and speech before learning how to save and print out their final designs.



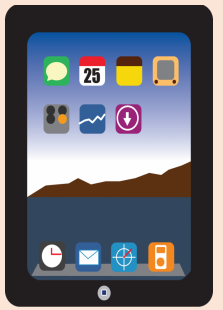
Objectives

- Add, resize and organise colour or picture backgrounds, ☐
- Add, resize, organise characters/objects to different panels. ☐
- Add narration using text and direct speech using speech bubbles. ☐
- Duplicate objects to match scenes. ☐
- Search for objects to use. ☐

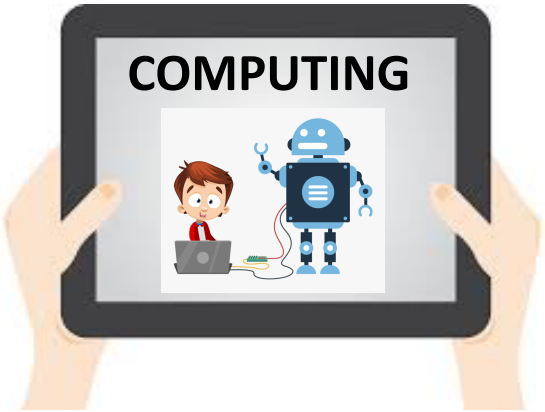
Vocabulary

- Resize,
- Organise,
- Background,
- Characters,
- Narration,
- Text,
- Objects,

Key Resources



storyboardthat.com/storyboard-creator



Year 3: Summer 1

Edit a Document

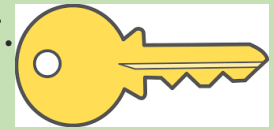
Prior Learning – Ebooks Year 2

Objectives

Copy and paste text and images, ☐
Find and replace words, ☐
Format text for a purpose, ☐
Edit images inside documents, ☐
Add bullet points to make lists, ☐
Experiment with keyboard shortcuts, ☐

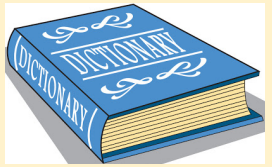
Key Learning

Children will be introduced to a range of text editing skills using a word processor and develops the skills pupils have gained from the comic creation. Pupils will use their typing skills and their different keys to edit their document.

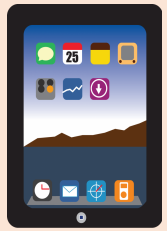


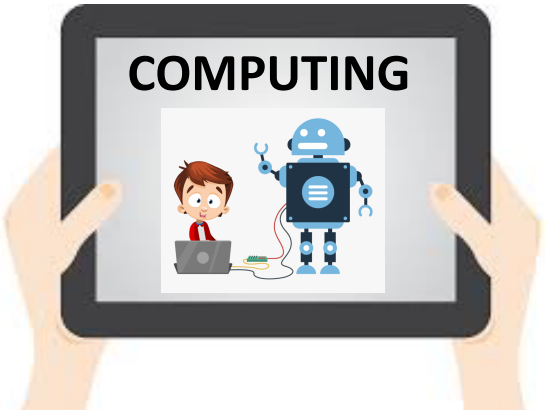
Vocabulary

- Copy,
- Paste,
- Text,
- Image,
- Format,
- Keyboard,
- Mouse,



Key Resources





Year 3: Summer 2

Digital Art

Prior Learning – Animation Year 2

Objectives

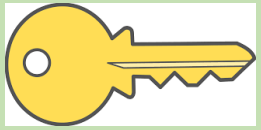
Use various lines and fill tools plus copy/paste and rotation to create pattern effects. ☐

Use shapes, fill, copy/paste, zoom and flip to create reflective symmetry effects. ☐

Use stamps, copy/paste, layers and multiple frames to create animated GIF computer graphics. ☐

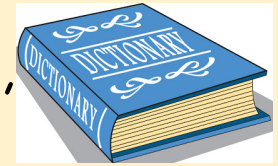
Key Learning

Pupils will engage in projects for building skills in creating digital artwork, using an online editor. Pupils will learn to design and create wrapping paper, landscape reflections and computer game graphics using animation.



Vocabulary

- Copy,
- Paste,
- Pattern,
- Zoom,
- Flip,
- Symmetry,
- GIF,



Key Resources

www.pixilart.com