

COMPUTING

Year group: 3/4

Term: Spring 2025



The children will have a weekly one hour lesson in the Computing suite where they will develop their Information Technology, Computer Science and Digital Literacy skills using a range of apps and software packages. There will be additional and frequent opportunities to apply their IT skills across the curriculum and to learn how to stay safe online.

Prior knowledge

Children will know internet safety rules, including understanding different forms of communication and that personal information should not be shared online and that they must report anything concerning to a trusted adult. They will understand about trusted and appropriate content and sources of information.

They will be able to log on, load digital work, research information and create some content,

They will be able to create a program using an algorithm following a timed sequence and will have begun to debug simple programs.

National Curriculum Objectives

NC objectives

Use search technologies effectively and be discerning in evaluating digital content

Use technology safely, respectfully and responsibly; recognise acceptable and unacceptable behaviour; identify a range of ways to report concerns about content and contact. online technologies

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

By the end of this unit,
I will be able to:

Coding

To sort objects using just 'yes' or 'no' questions.

To complete a branching database using 2Question.

To create a branching database of the children's choice.

Information Technology and Digital Literacy

To describe ways people who have similar likes and interests can get together online.

To explain the differences between 'knowing' someone online compared to offline

To explain how someone's feelings can be hurt by what is said or written online.

To explain the importance of giving permission before sharing things online

To give examples of how bullying behaviour could appear online and how someone can get support.

To use the symbols more than, less than and equal to, to compare values.

To use 2Calculate to collect data and produce a variety of graphs.

To use the advanced mode of 2Calculate to learn about cell references.

To enter data into a graph and answer questions.

To solve an investigation and present the results in graphic form.

Explain why some online activities have age restrictions, why it is important to follow them and know who I can talk to if others pressure me to watch or do something online that makes me feel uncomfortable (e.g. age restricted gaming or web sites).

Use a search engine to find information about me and my family

Explain how people can represent themselves in different ways online

To understand what personal information is and to know to always ask before sharing information about others online.

Key vocabulary

age appropriate content, attach, copy & paste, copyright, database, digital content, download, e-safety rules, personal information, open, private, privacy settings, parental controls, present data, resize, secure, spell check, upload, (Zip it, Flag it, Block it)