

COMPUTING

Year group: 3/4

Term: Spring 2024



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

Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts

Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs

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

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

Coding

To learn the structure of the coding language of Logo (*Logo is a text-based coding language used to control an on-screen turtle to create mathematical patterns.*)

To input simple instructions in Logo.

Using 2Logo to create letter shapes.

To use the Repeat function in Logo to create shapes.

To use and build procedures in Logo.

Information Technology and Digital Literacy

Search for an image, then copy and paste it into a document.

Use 'Save picture as to save an image to the computer.

Copy and paste text into a document

To recognise search tools to find and use appropriate website

Understand that not all online images should be used

Understand that information is not always reliable

Understand that key words can help to search safely on the internet

To understand how children can protect themselves from online identity theft.

To understand that information put online leaves a digital footprint or trail and that this can aid identity theft.

To identify the risks and benefits of installing software including apps.

To understand that copying the work of others and presenting it as their own is called 'plagiarism' and to consider the consequences of plagiarism.

To identify appropriate behaviour when participating or contributing to collaborative online projects for learning.

To identify the positive and negative influences of technology on health and the environment.

To understand the importance of balancing game and screen time with other parts of their lives.

Key vocabulary

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

bug, button, debugging, predict, prompt, repeat run,