

COMPUTING

Year group: 3/4

Term: Autumn 2024

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 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

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

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

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

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



Topic Overview

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.

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

Information Technology and Digital Literacy

To understand the uses of PowerPoint.

To create a page in a presentation.

To add media to a presentation. · To add animations to a presentation.

To add timings to a presentation.

To use the skills learnt to design and create an engaging presentation.

Manipulate text, underline text, centre text, change font and size and save text to a folder.

Computer Science

To understand what a flowchart is and how flowcharts are used in computer programming.

To understand that there are different types of timers and select the right type for purpose.

To understand how to use the repeat command.

To understand the importance of nesting.

To design and create an interactive scene

Keeping Safe

Describe how to be kind and show respect for others

online including the importance of respecting

boundaries regarding what is shared about them online

and how to support them if others do not.

Describe how to capture bullying content as evidence

(e.g screen-grab, URL, profile) to share with others who can help me.

Key vocabulary

age appropriate content, , digital content, flowchart, input, nest, , predict, prompt, repeat, repeat until, run, scene, selection, timer, data, e-safety rules, personal information, open, private, privacy settings, parental controls, present data, resize, secure, spell check, upload, (Zip it, Flag it, Block it),