COMPUTING

Year group: 3/4

Term: Autumn 2023

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

Use search technologies effectively and be discerning in evaluating digital content

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

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

Use email address book

Open and send an attachment

Appreciate the benefits of ICT to send messages and to communicate

Understand that appropriate messages can be sent digitally (eg email)

Understand how to use an appropriate search engine effectively

Understand how to report inappropriate content

Understand safety aspects of emailing and potential dangers of clicking on emails or links from unknown persons (hoaxes/viruses etc.)

To present interesting and clear information.

To describe strategies for safe and fun experiences in a range of online social environments (e.g. livestreaming, gaming platforms) and to describe how to be respectful online

Computer Science

To begin to understand selection in computer programming.

To understand what a variable is in programming.

To understand how to use coordinates in computer programming.

To understand how an IF/ELSE statement works

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), co-ordinates, IF/ELSE statements, variable