

SJS Guide to Year 3

Computing

Teach

Computing

	Computing Systems and Networks	Creating Media	Programming A	Data and Information	Creating Media	Programming B
Unit	Connecting Computers	Stop-Frame Animation	Sequencing Sounds	Branching Databases	Desktop Publishing	Events and Actions in Programs
Description	Identifying that digital devices have inputs, processes, and outputs, and how devices can be connected to make networks	Capturing and editing digital still images to produce a stop-frame animation that tells a story.	Creating sequences in a block-based programming language to make music.	Building and using branching databases to group objects using yes/no questions.	Creating documents by modifying text, images, and page layouts for a specified purpose.	Writing algorithms and programs that use a range of events to trigger sequences of actions.
Computer / Tablet	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Software / Hardware	Paint	iMotion	Scratch	J2data	MS Publisher or Adobe Spark	Scratch
Evidence / Assessment	Photographic / Quiz	Animations / Rubric	Photographic and Saved Work / Rubric	Screenshots / Quiz	Saved Work / Rubric	Photographic and Saved Work / Quiz
Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.			✓			✓
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.			✓			✓
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.	✓					
Use search technologies effectively, appreciate how results are selected and ranked, 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/unacceptable behaviour; identify a range of ways to report concerns about content and contact						