



St Marie's Catholic Primary School

Long Term Plan: Computing

	Topic	National Curriculum	Vocabulary	Knowledge	Skills
Year 3	Online safety	Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.	Password Internet Blog Concept map Username Website Webpage Spoof website PEGI rating	Methods for keeping passwords safe. To consider the truth of the content of websites.	To know what makes a safe password To understand how the Internet can be used in effective communication. To understand how a blog can be used to communicate with a wider audience. To learn about the meaning of age restrictions symbols on digital media and devices
	3.3 Spreadsheets		><= Advanced mode Copy and paste Columns Cells Delete key Equals tool Spin tool Move cell tool Rows Spreadsheet	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.	
	3.5 Email	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. Select, use and combine a variety of software	Communication Email Compose Send CC Attachment Formatting Report to the teacher Password Address book Save to draft	To open and respond to an email using an address book. To add an attachment to an email. To explore a simulated email scenario.	To know about different methods of communication. To learn how to use email safely.

		<p>(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.</p>			
	<p>3.8 Graphing</p>	<p>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.</p>	<p>Graph Field Data Bar chart Block graph Line graph</p>	<p>To enter data into a graph and answer questions. To solve an investigation and present the results in graphic form.</p>	
	<p>Coding Scratch</p>	<p>Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.</p>	<p>Action Algorithm Bug Code block Code design Command Debug/debugging Design mode Event If Variable Input Output Properties Timer Computer simulation</p>	<p>To design algorithms using flowcharts. To design an algorithm that represents a physical system and code this representation. To use selection in coding with the 'if' command.</p>	<p>To understand and use variables in 2Code. To deepen understanding of the different between timers and repeat commands.</p>

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Theme Key:															
	Coding and Computational thinking		Spreadsheets		Internet and Email		Art and Design		Music		Databases and graphing		Writing and Presenting		Communication and networks