

Computing Scheme of Work

Year Group	Objective in Bold Covered	Activities
Year 3 Computer Science	<ul style="list-style-type: none"> 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 	Getting up algorithm (3) Smoking Car (3) Music Machine (3) Dressing Up Game (3) Conversation (3) Assessment Activity (1)
Year 3 Searching	<ul style="list-style-type: none"> use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content 	Research List
Year 3 Use of Technology	<ul style="list-style-type: none"> 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 	IPC Tasks Email KAZ Typing/Dance Mat Typing Publisher
Year 3 Safety	<ul style="list-style-type: none"> use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact. 	Circle Times Passwords Have your say