



# Year 3 Computing Subject Map



<u>DRIVER WORDS</u>				
EYFS	Year 1	Year 2	Year 3	Year 4
Describe, Perform, Record, Explore, Create, Identify	Sequence instructions, Control devices, Classify, Represent data, Retrieve, Recognise e-safety issues	Plan, Construct, Record, Save, Retrieve, Use different kinds of data, Understand protection of personal information	Create algorithms, Explain, Modify, Search, Publish, Communicate, Understand password security	Apply, Understand input and output, Programme, Create Sequences, Evaluate, Select appropriate software, Understand the risks and benefits of the internet

<u>AGE RELATED EXPECTATIONS</u>					
<b>COMPUTER SCIENCE</b>		<b>INFORMATION TECHNOLOGY</b>		<b>DIGITAL LITERACY/INTERNET SAEFTY</b>	
<i>Algorithms, problem solving and reasoning</i>	1. Design and write a program using a block language (programs to include movement, dialogue, sound effects, stages, sprites, loops and variables) without user interactions. 2. Use sequence in programs. 3. Write a program to produce output on screen. 4. Explain how loops and random numbers are used in a program. 5. Explain how conditional statements are used in a program. 6. Understand what it means to decompose an algorithm and decompose a program into smaller parts.	<i>Digital Productivity, Creating Content</i>	10. Use a range of programs on a computer. 11. Design and create content on a computer. 12. Collect and present information.	<i>Safe Use</i>	15. Identify who they can trust and share their personal information with online. 16. Use digital technology safely and show respect for others when working online. 17. Identify how to report concerns and inappropriate behaviour in school. 18. Recognise unacceptable behaviour when using digital technology. 19. Decide whether a web page is relevant for a given purpose or question. 20. Use email and videoconferencing in class appropriately. 21. Explain and understand online protocols, in order to stay safe on the web. 22. To identify cyberbullying and its consequences. 23. Identify the risks on online gaming and know how to protect themselves.
<i>Logical Reasoning</i>	7. Use logical reasoning to predict outcomes and detect errors in programs. 8. Use and explain a simple, sequence-based algorithm in their own words.	<i>Searching</i>	13. Search for information within a single site. 14. Describe how search engines select pages according to keywords found in the content.	<i>Uses beyond school</i>	
<i>Networks and Search engines</i>	9. Understand that email and videoconferencing are made possible through the internet.			<i>Digital Creativity</i>	

<u>COMPUTING VOCABULARY</u>
Algorithm, block, language, debug, execute, input, output, loops, manipulate, organise, program, repetition, scripted, sequence, simulation, sprite, software, store, physical, system, repetition, retrieve, reverse, engineer, content, network, safe, search, mode, search technologies evaluating personal information private world wide web app/application, command, computer, data, device, digital, download, home button, input, internet, iPad, laptop, log in/on, Online safety, output, password, program, record, save, tablet, tap, type, username