

# Computing Y3

## Key Threshold Concepts

Computing and online safety are vital life skills which run throughout our curriculum and not just in discrete computing lessons. Through the use of our class mobile technologies, our children use a range of applications, operating systems and devices to help become proficient, safe, responsible and creative users of technology, software and online systems.

Coding		Collect		Communicate		Connect ( Online Safety) Ongoing skills	
<ul style="list-style-type: none"> <li>To use specified screen coordinates to control movement.</li> <li>To set the appearance of objects and create a sequence of changes.</li> <li>To create and edit sounds. Control when they are heard, their volume, duration and rests.</li> <li>To be able to specify conditions to trigger events.</li> <li>To use IF and THEN conditions to control events or objects.</li> <li>To use variables to store a value.</li> <li>To use the functions – define, set, change, show and hide to control the variables.</li> </ul>		<ul style="list-style-type: none"> <li>To devise and construct databases</li> <li>To make and explore branching databases.</li> <li>To use spreadsheets (linked to maths).</li> </ul>		<ul style="list-style-type: none"> <li>To use some of the advanced features of applications and devices in order to communicate ideas, work or messages professionally.</li> <li>To create text, images and sounds for specific audience (capturing images from range of sources). Use in presentation.</li> <li>To plan and create animation using a variety of medium (clay, toys, drawing)</li> <li>To make and edit a simple film; including title scenes.</li> </ul>		<ul style="list-style-type: none"> <li>To begin to contribute to blogs or other media (e.g. class Twitter) that are moderated by teachers.</li> <li>To understand how online services work.</li> <li>To begin to be able to perform effective web searches.</li> <li>To understand how to be kind online and what cyber-bullying is.</li> <li>To be able to test the reliability of online information.</li> <li>To protect personal information online.</li> </ul>	
<b>Communicate Connect</b> <b>We are film makers</b>	<b>Coding Connect</b> <b>We are app designers</b>	<b>Communicate Collect</b> <b>We are musicians</b>	<b>Communicate</b> <b>We are fact finders and publishers</b>	<b>Communicate Code</b> <b>We are game designers</b>	<b>Communicate Connect</b> <b>We are authors</b>		
Overview of the unit							
Chn will create an instructional video on how to make one of the traditional meals from their DT unit. Initially collect and analyse data prior to deciding on what meals to make. They will use the numbers app to report the findings and present as a graph. Chn will then import photos of the recipe steps into i-Movie and record the steps to the recipe. Add titles to the video to show top tips / advice.	Children explore how to make things happen in a sequence, create simple animations and simulations. Chn are provided with scaffolds to support the steps in app design, before planning and designing their own app.	Children will use garage band and isle of tune to create compositions and edit music. Their work can be linked to creating a piece of music to accompany their prior learning about Greece e.g. create a piece of music to accompany the opening ceremony of the Olympics,	Children will use <a href="https://www.dkfindout.com/uk">https://www.dkfindout.com/uk</a> to locate information about Athens linked to history and geography units. Using the information, children produce a simple key note incorporating images, text and contents page with links to relevant section of the document. Children to make informed choices about the colour, size and font style to aid use.	Children build on their work in Autumn 2 to work in a new programming platform, Kodu. Children will create a 3D game and improve their understanding of the coding element of selection: when .... If .....	Children will create an eBook using the app Book Creator. It will incorporate an animation using puppet pals/ puppet edu using simple 2d images of book characters. Children will add text and narration to the book to retell the original story, or their version. Base the book on a unit from the Literacy Tree curriculum.		

Communicate Connect We are film makers	Coding Connect We are app designers	Communicate Collect We are musicians	Communicate We are fact finders and publishers	Communicate Code We are game designers	Communicate Connect We are authors
<b>Key Knowledge</b>					
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<b>Supportive Materials /</b>					
<a href="#">We are opinion pollsters</a>	<p>https://online.espresso.co. username: student27377 password: gooseacre</p> <p>Discovery Coding: Year 3 Unit 3a</p> <p><a href="https://drive.google.com/drive/folders/1IZOZNec_YBPezAvcm0juGj9KIDKOJw1N">https://drive.google.com/drive/folders/1IZOZNec_YBPezAvcm0juGj9KIDKOJw1N</a></p>	<p>Garage Band compilation SOC Unit 4.3 <a href="http://www.isleoftune.com">www.isleoftune.com</a></p> <p><a href="#">We are musicians</a></p>	<p>Non Chronological multimedia presentations <a href="https://drive.google.com/drive/folders/1j5SP5QC5BQJYT9XDm2Q6biZ4GU_2M360">https://drive.google.com/drive/folders/1j5SP5QC5BQJYT9XDm2Q6biZ4GU_2M360</a></p>	<p><a href="#">Kodu planning</a></p>	
<b>Vocabulary</b>					