



Year Three Computing Overview for the Year

	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6
Term 1	<p>Computing systems and networks – Connecting Computers</p> <p>Lesson 1:</p> <p>LO: To explain how digital devices function KS2: CO 2, 4, 6</p> <p>Big Idea (Aspect): Materials (Hardware)</p>	<p>Computing systems and networks – Connecting Computers</p> <p>Lesson 2:</p> <p>LO: To identify input and output devices KS2: CO 2, 4, 6</p> <p>Big Idea (Aspect): Materials (Hardware)</p>	<p>Computing systems and networks – Connecting Computers</p> <p>Lesson 3:</p> <p>LO: To recognise how digital devices can change the way we work KS2: CO 2, 4, 6</p> <p>Big Idea (Aspect): Materials (Hardware)</p>	<p>Computing systems and networks – Connecting Computers</p> <p>Lesson 4:</p> <p>LO: To explain how a computer network can be used to share information KS2: CO 2, 4, 6</p> <p>Big Idea (Aspect): Materials (Hardware) Investigation (Networks)</p>	<p>Computing systems and networks – Connecting Computers</p> <p>Lesson 5:</p> <p>LO: To explore how digital devices can be connected KS2: CO 2, 4, 6</p> <p>Big Idea (Aspect): Materials (Hardware) Investigation (Networks)</p>	<p>Computing systems and networks – Connecting Computers</p> <p>Lesson 6:</p> <p>LO: To recognise the physical components of a network KS2: CO 2, 4, 6</p> <p>Big Idea (Aspect): Materials (Hardware) Investigation (Networks)</p>
Term 2	<p>Creating media – Stop-frame animation</p> <p>Lesson 1:</p> <p>LO: To explain that animation is a sequence of drawings or photographs KS2: CO 6, 7</p>	<p>Creating media – Stop-frame animation</p> <p>Lesson 2:</p> <p>LO: To relate animated movement with a sequence of images KS2: CO 6, 7</p> <p>Big Idea (Aspect):</p>	<p>Creating media – Stop-frame animation</p> <p>Lesson 3:</p> <p>LO: To plan an animation KS2: CO 6, 7</p> <p>Big Idea (Aspect):</p>	<p>Creating media – Stop-frame animation</p> <p>Lesson 4:</p> <p>LO: To identify the need to work consistently and carefully KS2: CO 6, 7</p> <p>Big Idea (Aspect):</p>	<p>Creating media – Stop-frame animation</p> <p>Lesson 5:</p> <p>LO: To review and improve an animation KS2: CO 6, 7</p> <p>Big Idea (Aspect):</p>	<p>Creating media – Stop-frame animation</p> <p>Lesson 6:</p> <p>LO: To evaluate the impact of adding other media to an animation KS2: CO 6, 7</p> <p>Big Idea (Aspect):</p>



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	<p>Lesson 1:</p> <p>LO: To create questions with yes/no answers KS2: CO 6</p> <p>Big Idea (Aspect):</p> <p>Place (Real world) Creativity (Creation)</p>	<p>Lesson 2:</p> <p>LO: To identify the attributes needed to collect data about an object KS2: CO 6</p> <p>Big Idea (Aspect):</p> <p>Place (Real world) Creativity (Creation)</p>	<p>Lesson 3:</p> <p>LO: To create a branching database KS2: CO 6</p> <p>Big Idea (Aspect):</p> <p>Place (Real world) Creativity (Creation)</p>	<p>Lesson 4:</p> <p>LO: To explain why it is helpful for a database to be well structured KS2: CO 6</p> <p>Big Idea (Aspect):</p> <p>Place (Real world) Creativity (Creation)</p>	<p>Lesson 5:</p> <p>LO: To plan the structure of a branching database KS2: CO 6</p> <p>Big Idea (Aspect):</p> <p>Place (Real world) Creativity (Creation)</p>	<p>Lesson 6:</p> <p>LO: To independently create an identification tool KS2: CO 6</p> <p>Big Idea (Aspect):</p> <p>Place (Real world) Creativity (Creation)</p>
<p style="text-align: center;">Term 5</p>	<p>Creating media – Desktop Publishing</p> <p>Lesson 1:</p> <p>LO: To recognise how text and images convey information KS2: CO 5, 6</p> <p>Big Idea (Aspect):</p> <p>Place (Digital world) Materials (Software)</p>	<p>Creating media – Desktop Publishing</p> <p>Lesson 2:</p> <p>LO: To recognise that text and layout can be edited KS2: CO 5, 6</p> <p>Big Idea (Aspect):</p> <p>Place (Digital world) Materials (Software)</p>	<p>Creating media – Desktop Publishing</p> <p>Lesson 3:</p> <p>LO: To choose appropriate page settings KS2: CO 5, 6</p> <p>Big Idea (Aspect):</p> <p>Place (Digital world) Materials (Software)</p>	<p>Creating media – Desktop Publishing</p> <p>Lesson 4:</p> <p>LO: To add content to a desktop publishing publication KS2: CO 5, 6</p> <p>Big Idea (Aspect):</p> <p>Place (Digital world) Materials (Software)</p>	<p>Creating media – Desktop Publishing</p> <p>Lesson 5:</p> <p>LO: To consider how different layouts can suit different purposes KS2: CO 5, 6</p> <p>Big Idea (Aspect):</p> <p>Place (Digital world) Materials (Software)</p>	<p>Creating media – Desktop Publishing</p> <p>Lesson 6:</p> <p>LO: To consider the benefits of desktop publishing KS2: CO 5, 6</p> <p>Big Idea (Aspect):</p> <p>Place (Digital world) Materials (Software)</p>



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	Comparison (Digital searching) Creativity (Creation)	Comparison (Digital searching) Creativity (Creation)	Comparison (Digital searching) Creativity (Creation)	Comparison (Digital searching) Creativity (Creation)	Comparison (Digital searching) Creativity (Creation)	Comparison (Digital searching) Creativity (Creation)
Term 6	<p>Programming B – Events and actions in programmes</p> <p>Lesson 1:</p> <p>LO: To explain how a sprite moves in an existing project KS2: CO 1, 2, 3, 6</p> <p>Big Idea (Aspect):</p> <p>Place (Digital world) Materials (Software) Processes (Physical interaction)</p>	<p>Programming B – Events and actions in programmes</p> <p>Lesson 2:</p> <p>LO: To create a program to move a sprite in four directions KS2: CO 1, 2, 3, 6</p> <p>Big Idea (Aspect):</p> <p>Place (Digital world) Materials (Software) Processes (Physical interaction)</p>	<p>Programming B – Events and actions in programmes</p> <p>Lesson 3:</p> <p>LO: To adapt a program to a new context KS2: CO 1, 2, 3, 6</p> <p>Big Idea (Aspect):</p> <p>Place (Digital world) Materials (Software) Processes (Physical interaction)</p>	<p>Programming B – Events and actions in programmes</p> <p>Lesson 4:</p> <p>LO: To develop my program by adding features KS2: CO 1, 2, 3, 6</p> <p>Big Idea (Aspect):</p> <p>Place (Digital world) Materials (Software) Processes (Physical interaction)</p>	<p>Programming B – Events and actions in programmes</p> <p>Lesson 5:</p> <p>LO: To identify and fix bugs in a program KS2: CO 1, 2, 3, 6</p> <p>Big Idea (Aspect):</p> <p>Place (Digital world) Materials (Software) Processes (Physical interaction)</p>	<p>Programming B – Events and actions in programmes</p> <p>Lesson 6:</p> <p>LO: To design and create a maze-based challenge KS2: CO 1, 2, 3, 6</p> <p>Big Idea (Aspect):</p> <p>Place (Digital world) Materials (Software) Processes (Physical interaction)</p>