



Computing Objectives Year 3

Y3	Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.	1) Create and debug an algorithm using the move, rotate and repeat commands.
Y3		2) Create and debug algorithms using penup and pendown.
Y3		3) Create and debug algorithms that draw regular polygons.
Y3		4) Create and debug algorithms that draw shapes.
Y3		5) Create and debug algorithms that draw regular polygons.
Y3		6) Create and debug algorithms to draw patterns.
Y3	Use sequence, selection, and repetition in programs; work with variables and various forms of input and output.	1) Create and debug an algorithm using the move, rotate and repeat commands.
Y3		2) Create and debug algorithms using penup and pendown.
Y3		3) Create and debug algorithms that draw regular polygons.
Y3		4) Create and debug algorithms that draw shapes.
Y3		5) Create and debug algorithms that draw regular polygons.
Y3		6) Create and debug algorithms to draw patterns.
Y3	Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.	1) Create and debug an algorithm using the move, rotate and repeat commands
Y3		2) Create and debug algorithms using penup and pendown
Y3		3) Create and debug algorithms that draw regular polygons.
Y3		4) Create and debug algorithms that draw shapes.
Y3		5) Create and debug algorithms that draw regular

		polygons
Y3		6) Create and debug algorithms to draw patterns.
Y3	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.	4) Identify the ways, and investigate how, we communicate online.
Y3		2) Understand how websites use advertisements to promote products.
Y3		4) Safely send and receive emails.
Y3		5) Explore different ways children can communicate online.
Y3		6) Use knowledge about online safety to plan a party online.
Y3	Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content.	1) Identify how word order affects search results.
Y3		2) Explain how searches return results.
Y3		5) Explain how to stay safe when communicating online.
Y3		2) Understand how websites use advertisements to promote products
Y3	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.	1) Draw with different shapes and lines.
Y3		2) Order and group objects.
Y3		3) Manipulate shapes and lines.
Y3		4) Recognise effective layout.
Y3		5) Combine text and images.
Y3		6) Lay out objects effectively.
Y3		1) Plan a branching story.
Y3		2) Create slide templates and organise slides with hyperlinks.
Y3		3) Add theme, transitions and animations to a presentation.
Y3		4) Use action settings.
Y3		5) Insert audio and video.
Y3		6) Evaluate slide layout and make improvements.
Y3		2) Change the case of text.

Y3		3) Align text.
Y3		4) Use bullets and numbers.
Y3		5) Use the <ctrl> key.
Y3		6) Insert and format text boxes.
Y3	Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.	1) Identify how word order affects search results.
Y3		2) Explain how searches return results.
Y3		3) Save and share webpage.
Y3		6) Explain why I need to be responsible online.
Y3		4) Recognise effective layout.
Y3		1) Use basic computer skills.
Y3		1) Know what cyberbullying is and how to address it.
Y3		3) Create strong passwords and understand privacy settings.
Y3		4) Safely send and receive emails.
Y3		5) Explore different ways children can communicate online.