

Year3 Computing long term plan

	Theme	Programs	Planning	Objectives by week
Term 1	Online safety PSHCE	Browser	Digital futures	1&2 Self image and identity 3-7 – online relationships 8&9 Online reputation 10&11 online bullying 12-15 managing online information
	Coding – Computer science	2code	Purple mash online coding unit 3.1	1.To understand what a flowchart is and how flowcharts are used in computer programming. 2.To be able to select the right type of timer for a purpose. 3. To understand how to use the repeat command. 4. To use coding knowledge to create a range of programs 5. To design and create an interactive scene.
Term 2	Touch Typing	2 type	Unit 3.4 Touch typing	1.To understand the correct way to sit at the keyboard. • To learn how to use the home, top and bottom row keys 2. To practice and improve typing for home, bottom, and top rows. 3. To practice the keys typed with the left hand 4. To practice the keys typed with the right hand.
	Graphing	Programs – 2Graph	Unit 3.8	1.To enter data into a graph and answer questions. 2. To investigate in order to answer a question. • To present the results in graphic form
Term 3	Coding – Computer science	microbit	Microbit first lessons	1: Name badge Use the MakeCode editor to create instructions in code 2: Beating heart Code the micro:bit to show simple animations on its LED display output 3: Emotion badge Code the micro:bit to make different outputs happen depending on different inputs. 4: Step counter Understand that the order of instructions is important 5: Nightlight Use 'forever' infinite loops to keep control systems responding to changes in the environment 6: Rock, paper, scissors Use variables so they can be tested using logic
Term 4	Spreadsheets	2Calculate	Unit 3.3	1.To add and edit data in a table layout. • To find out how spreadsheet programs can automatically create graphs from data. 2. To introduce the 'more than', 'less than' and 'equals' tools. • To introduce the 'spin' tool and show how it can be used to count through times tables. 3. To learn about describing cells using their addresses
	Branching Databases	Programs – 2Question	Unit 3.6	1.To sort objects using just YES/NO questions 2.To complete a branching database using 2Question. 3.To create a branching database of the children's choice.
Term 5	Coding – Computer science	microbit	Microbit Nature Art	1.Representing nature-To create nature representations using a variety of art materials 2: Art algorithms -To write algorithms with clear instructions

				<p>3: Digital nature representations To construct programs to display LED image representations with the micro:bit.</p> <p>4: Programming & evaluating representations To plan and construct algorithms and programs to create LED image representations</p>
Term 6	Presenting (with Microsoft PowerPoint)	Microsoft Powerpoint	Purplemash Unit 3.9	<p>1.To create a page in a presentation.</p> <p>2.To add media to a presentation</p> <p>3.To add animations into a presentation</p> <p>4.To add timings into a presentation.</p> <p>5.to design and present an effective presentation.</p>
	Coding – Computer science	microbit	Digital Flashcards	<p>1: Flashcard algorithms -write algorithms</p> <p>2: Abstraction & programming – write prog for LED images</p> <p>3: Patterns & delays to identify patterns and use delays</p> <p>4: Predicting & experimenting to tinker and create algorithm</p> <p>5: Debugging & evaluating to write and debug progs.</p>