

As a Year 3 Computer Scientist I will know...

Computing systems and networks

To describe what an output is
 to explain that an output is produced by the process
 to identify how changing the process can affect the output
 to recognise that a digital device is made up of several parts
 to recognise that computers can be connected to each other
 to identify how devices in a network are connected with one another
 to recognise that a network is made up of a number of components
 to explain how information is passed through multiple connections

Creating media - animation

to explain that an animation is made up of a sequence of images
 to identify that a capturing device needs to be in a fixed position
 to recognise that smaller movements create smoother animation
 to explain the need for consistency in working
 to explain the impact of adding other media to an animation

Creating media - desktop publishing

to recognise how text and images can be used together to convey information
 to define landscape and portrait as two different page orientations
 to consider how different layouts can suit different purposes
 to recognise how different font styles and effects are used for particular purposes

Branching databases

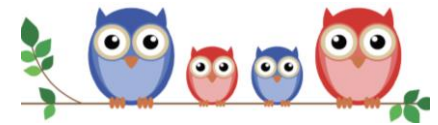
to investigate questions with a yes/no answer
 to identify attributes that you can ask yes/no questions about
 to select an attribute to separate objects into two similarly sized groups
 to explain that a branching database is an identification tool
 to recognise that a data set can be structured using yes/no questions
 to explain that a well-structured branching database will enable you to identify objects using fewer questions
 to relate two levels of a database using AND
 to suggest real-world applications for branching databases

Programming A - sequence in music

to explain that programs start because of an input
 to explain what a sequence is
 to identify that a program includes sequences of commands
 to identify that the sequence of a program is a process
 to explain that the order of commands can affect a program's output
 to identify that different sequences can achieve the same output
 to identify that different sequences can achieve different outputs

Project Evolve

self image and identity
 online relationships
 online reputation
 online bullying
 managing online information
 health, wellbeing and lifestyle
 privacy and security
 copyright and ownership



As a Year 3 Computer Scientist I can...

- explain how a computer network can be used to share information
- explain the role of a switch, server and wireless access point in a network
- identify network devices around me
- explain how networks can be connected to other networks
- identify input and output devices
- explain that a computer system accepts an input and processes it to produce an output

- set up the work area with an awareness of what will be captured
- plan an animation using a storyboard
- capture an image
- use onion skinning tool to review subject position
- move a subject between captures
- review aa captured sequence of frames as an animation
- to remove frames to improve animation
- add media to enhance an animation
- review a completed project



As a Year 3 Computer Scientist I can...

Sequencing Sound

- build a sequence of commands
- combine commands in a program
- order commands in a program
- create a sequence of commands to produce a given outcome

Creating media - desktop publishing

- show how to orientate a page
- add text to a place holder
- organise text and image placeholders in a page layout
- add and remove images from placeholders
- edit text and resize rotate images
- choose fonts and apply effects
- review document

Project Evolve



As a Year 3 Computer Scientist I can...

Branching Databases

- create questions with yes/no answers
- choose questions that will divide objects into evenly sized subgroups
repeatedly create subgroups of objects
- identify an object using a branching database
- retrieve information from different levels of the branching database