

Year 3 Computing Long Term Planning 2017

	<u>Autumn</u>	<u>Spring</u>	<u>Summer</u>
	Ongoing through year – Use of 2type and other online games (BBC Dancemat) to improve typing skills		
2017-2018	<p><u>1st Half-term</u> <u>E-Safety/To Connect</u> Unit 3.2 Online Safety- Choosing safe passwords and reliable information.</p> <p><u>To Code</u> Unit 3.1 Coding or 'Espresso Coding' Starter unit</p> <p><u>2nd Half Term</u> <u>To Connect:</u> Unit 3.5- Emailing safely (2Email, 2Connect, 2DIY)</p> <p><u>To Collect</u> Unit 3.6 Branching Databases (2Question) Unit 3.8 Graphing (2Graph)</p>	<p><u>1st Half-term</u> <u>To Code</u> Unit 3.1 Coding or 'Espresso Coding' unit 3a – learn to make things happen in a sequence, creating simple animations and simulations</p> <p><u>To Communicate:</u> Unit 3.4 Touch Typing (2Type)</p> <p><u>2nd Half Term</u> <u>E-Safety/To Connect</u> Year 1: Unit 1.9 Technology Outside School Year 2: Unit 2.5 Effective Searching E-Safety principles (Hector's World etc.)</p> <p><u>To Communicate</u> Unit 3.7 Simulations (2Simulate, 2Publish)</p>	<p><u>1st Half-term</u> <u>To Code</u> Unit 3.1 Coding or 'Espresso Coding' 3b – learn to code with 'if statement's, which select different pieces of code to execute depending on what happens to other objects.</p> <p><u>2nd Half Term</u> <u>To collect:</u> Class investigation/ Topic related task. Chn begin to use Excel to create a simple table and produce a graph.</p> <p><u>To communicate:</u> Use of Purple Mash tools/MS Word, Publisher to communicate ideas and work professionally – topic related computing activities.</p>

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