



### Computing Skills Overview for Year 3

Computing systems and networks – Connecting computers	Creating media Stopframe animation	Programming A Sequencing sounds	Data and information – Branching databases	Creating media – Desktop publishing	Programming B Events and actions in programs
<ul style="list-style-type: none"> <li>• I can explain that digital devices accept inputs</li> <li>• I can explain that digital devices produce outputs</li> <li>• I can follow a process</li> <li>• I can classify input and output devices</li> <li>• I can describe a simple process</li> <li>• I can design a digital device</li> <li>• I can explain how I use digital devices for different activities</li> <li>• I can recognise similarities between using digital devices and nondigital tools</li> <li>• I can suggest differences between using digital devices and nondigital tools</li> <li>• I can discuss why we need a network switch</li> <li>• I can explain how messages are passed through multiple connections</li> <li>• I can recognise different connections</li> <li>• I can demonstrate how information can be passed between devices</li> <li>• I can explain the role of a switch, server, and wireless access point in a network</li> <li>• I can recognise that a computer network is made up of a number of devices</li> </ul>	<ul style="list-style-type: none"> <li>• I can create an effective flip book— style animation</li> <li>• I can draw a sequence of pictures</li> <li>• I can explain how an animation/flip book works</li> <li>• I can create an effective stop-frame animation</li> <li>• I can explain why little changes are needed for each frame</li> <li>• I can predict what an animation will look like</li> <li>• I can break down a story into settings, characters and events</li> <li>• I can create a storyboard</li> <li>• I can describe an animation that is achievable on screen</li> <li>• I can evaluate the quality of my animation</li> <li>• I can review a sequence of frames to check my work</li> <li>• I can use onion skinning to help me make small changes between frames</li> </ul>	<ul style="list-style-type: none"> <li>• I can explain that objects in Scratch have attributes (linked to)</li> <li>• I can identify the objects in a Scratch project (sprites, backdrops)</li> <li>• I can recognise that commands in Scratch are represented as blocks</li> <li>• I can choose a word which describes an onscreen action for my plan</li> <li>• I can create a program following a design</li> <li>• I can identify that each sprite is controlled by the commands I choose</li> <li>• I can create a sequence of connected commands</li> <li>• I can explain that the objects in my project will respond exactly to the code</li> <li>• I can start a program in different ways</li> <li>• I can combine sound commands</li> <li>• I can explain what a sequence is</li> <li>• I can order notes into a sequence</li> <li>• I can build a sequence of commands</li> <li>• I can decide the actions for each sprite in a program</li> </ul>	<ul style="list-style-type: none"> <li>• I can create two groups of objects separated by one attribute</li> <li>• I can investigate questions with yes/no answers</li> <li>• I can make up a yes/no question about a collection of objects</li> <li>• I can arrange objects into a tree structure</li> <li>• I can create a group of objects within an existing group</li> <li>• I can select an attribute to separate objects into groups</li> <li>• I can group objects using my own yes/no questions</li> <li>• I can select objects to arrange in a branching database</li> <li>• I can test my branching database to see if it works</li> <li>• I can compare two branching database structures</li> <li>• I can create yes/no questions using given attributes</li> </ul>	<ul style="list-style-type: none"> <li>• I can explain the difference between text and images</li> <li>• I can identify the advantages and disadvantages of using text and images</li> <li>• I can recognise that text and images can communicate messages clearly</li> <li>• I can change font style, size, and colours for a given purpose</li> <li>• I can edit text</li> <li>• I can explain that text can be changed to communicate more clearly</li> <li>• I can create a template for a particular purpose</li> <li>• I can define the term 'page orientation'</li> <li>• I can recognise placeholders and say why they are important</li> <li>• I can choose the best locations for my content</li> <li>• I can make changes to content after I've added it</li> <li>• I can paste text and images to create a magazine cover</li> <li>• I can choose a suitable layout for a given purpose</li> </ul>	<ul style="list-style-type: none"> <li>• I can choose which keys to use for actions and explain my choices</li> <li>• I can explain the relationship between an event and an action</li> <li>• I can identify a way to improve a program</li> <li>• I can choose a character for my project</li> <li>• I can choose a suitable size for a character in a maze</li> <li>• I can program movement</li> <li>• I can choose blocks to set up my program</li> <li>• I can consider the real world when making design choices</li> <li>• I can use a programming extension</li> <li>• I can build more sequences of commands to make my design work</li> <li>• I can choose suitable keys to turn on additional features</li> <li>• I can identify additional features (from a given set of blocks)</li> <li>• I can match a piece of code to an outcome</li> <li>• I can modify a program using a design</li> </ul>



### Computing Skills Overview for Year 3

<ul style="list-style-type: none"><li>• I can identify how devices in a network are connected together</li><li>• I can identify networked devices around me</li><li>• I can identify the benefits of computer networks</li></ul>	<ul style="list-style-type: none"><li>• I can evaluate another learner's animation</li><li>• I can explain ways to make my animation better</li><li>• I can improve my animation based on feedback</li><li>• I can add other media to my animation</li><li>• I can evaluate my final film</li><li>• I can explain why I added other media to my animation</li></ul>	<ul style="list-style-type: none"><li>• I can make design choices for my artwork</li><li>• I can identify and name the objects I will need for a project</li><li>• I can implement my algorithm as code</li><li>• I can relate a task description to a design</li></ul>	<ul style="list-style-type: none"><li>• I can explain that questions need to be ordered carefully to split objects into similarly sized groups</li><li>• I can create a physical version of a branching database</li><li>• I can create questions that will enable objects to be uniquely identified</li><li>• I can independently create questions to use in a branching database</li><li>• I can create a branching database that reflects my plan</li><li>• I can suggest real-world uses for branching databases</li><li>• I can work with a partner to test my identification tool</li></ul>	<ul style="list-style-type: none"><li>• I can identify different layouts</li><li>• I can match a layout to a purpose</li><li>• I can compare work made on desktop publishing to work created by hand</li><li>• I can identify the uses of desktop publishing in the real world</li><li>• I can say why desktop publishing might be helpful</li></ul>	<ul style="list-style-type: none"><li>• I can test a program against a given design</li><li>• I can evaluate my project</li><li>• I can implement my design</li><li>• I can make design choices and justify them</li></ul>
--	---	---	---	--	--