

Computing – Year 3

Autumn 1

Computer Systems and Networks -Connecting computers

- Information Technology helps us to do a job, communicate or for entertainment.
- Technology contains digital devices or are digital devices themselves like, cameras, digital watches, a car engine.
- Digital Devices process other things, other than switching on and off. Digital devices have inputs, processes, and outputs. Input: Data provided to a computer system, such as via a keyboard, mouse, microphone, camera or physical sensors.
- A process is when a computer follows a set of instructions using the data that has been input.
- Outputs The information produced by a computer system for its user; items on a screen, speakers, lights.

Autumn 2

Creating Media: Stop-frame animation

- Stop-frame animation is creating a short animation using pictures
- Technology can be used:
 - to create digital content.
 - to store data and digital content for example; pictures and charts.
 - change digital content.
- Technology has to be used safely, respectfully and responsibly.
- Presenting is using sequence of multimedia formats to demonstrate knowledge or skills learned.

Spring 1

Data - Branching Databases

- **Data** is a collection of information that can be stored on a computer.
- Technology can be used to sort data.
- A **database** is an organised collection of structured information, or data that can be easily accessed, managed and modified.
- **Branching Database:** a way of classifying a group of objects
- **Grouping** and then **sorting** data allows us to answer questions

Spring 2

Programming - Sequencing Sounds

- Programming is when you give an algorithm to a digital device so it can complete its action.
- An algorithm is a precise set of ordered instructions which can be turned into code
- Algorithms need to be written in a special language called code so digital devices, can understand them.
- Coding is how we communicate with computers. Code tells a computer what actions to take.
- Bug: A mistake in the code.

- Debugging is checking the code in a computer program to ensure it works and changing it if it doesn't.
- Different programs act in different ways, some code is in a sequence.
- Sequence: steps carried out in order.

Summer 1

Creating Media – Desktop Publishing

- Information Technology helps us to do a job, communicate or for entertainment.
- Desktop publishing is a way of creating documents that include both text and images, such as invitations, magazines, or newsletters using page layout software
- Text is writing on a computer
- Images are pictures
- Page orientation: you can set your page up in portrait or landscape
- Template is a document that has been laid out in a certain way

- Placeholders are boxes that hold the place of text or images that you are going to add to your document
- Presenting is when your multimedia formats, such as images and text to demonstrate knowledge or skilled learned.

Summer 2

- An algorithm is a precise set of ordered instructions which can be turned into code

Programming – Events and Actions

- Coding is how we communicate with computers. Code tells a computer what actions to take.
- Sequence: steps carried out in order.
- Command is a specific instruction given to a computer application to perform some kind of task or function.
- Bug: A mistake in the code.
- Debugging is checking the code in a computer program to ensure it works and changing it if it doesn't.