

## Ludgershall Castle Primary School

### Computing

#### Year 3 Skills

<b>Computing Systems</b>	<ul style="list-style-type: none"><li>-To explain how digital devices function</li><li>-To identify input and output devices</li><li>-To recognise how digital devices can change the way we work</li><li>-To explain how a computer network can be used to share information</li><li>-To explore how digital devices can be connected</li><li>-To recognise the physical components of a network</li></ul>	
<b>Creating Media</b>	<ul style="list-style-type: none"><li>-To explain that animation is a sequence of drawings or photographs</li><li>-To relate animated movement with a sequence of images</li><li>-To plan an animation</li><li>-To identify the need to work consistently and carefully</li><li>-To review and improve an animation</li><li>-To evaluate the impact of adding other media to an animation</li><li>-To recognise how text and images convey information</li><li>-To recognise that text and layout can be edited</li><li>-To choose appropriate page settings</li><li>-To add content to a desktop publishing publication</li><li>-To consider how different layouts can suit different purposes</li><li>-To consider the benefits of desktop publishing</li></ul>	
<b>Data Information</b>	<ul style="list-style-type: none"><li>-To create questions with yes/no answers</li><li>-To identify the attributes needed to collect data about an object</li><li>-To create a branching database</li><li>-To explain why it is helpful for a database to be well structured</li><li>-To plan the structure of a branching database</li><li>-To independently create an identification tool</li></ul>	
<b>Programming</b>	<ul style="list-style-type: none"><li>-To explore a new programming environment</li><li>-To identify that commands have an outcome</li><li>-To explain that a program has a start</li><li>-To recognise that a sequence of commands can have an order</li><li>-To change the appearance of my project</li><li>-To create a project from a task description</li><li>-To explain how a sprite moves in an existing project</li><li>-To create a program to move a sprite in four directions</li><li>-To adapt a program to a new context</li><li>-To develop my program by adding features</li><li>-To identify and fix bugs in a program</li><li>-To design and create a maze-based challenge</li></ul>	