

# Year 3 Progression in Computing

Unit 1- Computing Systems	Unit 2- Creating Media	Unit 3- Programming A	Unit 4- Data and Information	Unit 5- Creating Media	Unit 6- Programming B	Touch Typing
<ul style="list-style-type: none"> <li>● I know that the internet is a connected network of computers</li> </ul>	<ul style="list-style-type: none"> <li>● I know how to create stop-frame animations using digital devices to create media</li> </ul>	<ul style="list-style-type: none"> <li>● I know that programmes are built in a structured manner</li> <li>● I know how to create a simple program using a sequence of commands in Scratch</li> </ul>	<ul style="list-style-type: none"> <li>● I know how to create a branching database that will sort groups by their attributes</li> </ul>	<ul style="list-style-type: none"> <li>● I know how to use desktop publishing to adapt and change a page of information</li> <li>● I know that the layout of text and images is adapted to purpose</li> </ul>	<ul style="list-style-type: none"> <li>● I know that a pen block draws and tracks a line</li> <li>● I know how to use events and actions to build a sequence in Scratch</li> </ul>	<ul style="list-style-type: none"> <li>● I know how to touch type</li> </ul>
<ul style="list-style-type: none"> <li>● I will know how digital devices function</li> <li>● I will know how to identify input and output devices</li> <li>● I will know how digital devices change the way we work</li> <li>● I will know how networks share information</li> <li>● I will know how digital devices can be connected</li> <li>● I will know the physical components of a network</li> </ul>	<ul style="list-style-type: none"> <li>● I will know that animation is a sequence of images</li> <li>● I will know how to create an effective stop frame animation</li> <li>● I will know how to plan an animation</li> <li>● I will know to identify the need to work consistently and carefully</li> <li>● I will know how to review and improve an animation</li> <li>● I will know to evaluate the impact of adding other media to an animation</li> </ul>	<ul style="list-style-type: none"> <li>● I will know how to navigate Scratch as a programming environment</li> <li>● I will know that commands have an outcome</li> <li>● I will know how to explain that a program has a start</li> <li>● I will know that a sequence of commands can have an order</li> <li>● I will know how to change the appearance of my project</li> <li>● I will know how to create a project from a task description</li> </ul>	<ul style="list-style-type: none"> <li>● I will know how to create questions with yes/no answers</li> <li>● I will know how to select an attribute to separate objects</li> <li>● I will know how to create a branching database</li> <li>● I will know that I can use a branching database to identify objects</li> <li>● I will know how to plan the structure of a branching database</li> <li>● I will know how to independently create an identification tool</li> </ul>	<ul style="list-style-type: none"> <li>● I will know the difference between text and images</li> <li>● I will know how to format text</li> <li>● I will know how to choose appropriate page settings</li> <li>● I will know how to add content to a desktop publishing publication</li> <li>● I will know that different layouts can suit different purposes</li> <li>● I will know the the benefits of desktop publishing</li> <li>●</li> </ul>	<ul style="list-style-type: none"> <li>● I will know how a sprite moves in an existing project</li> <li>● I will know how to create a program to move a sprite in four directions</li> <li>● I will know how to adapt a program to a new context</li> <li>● I will know how to develop my program by adding features</li> <li>● I will know how to identify and fix bugs in a program</li> <li>● I will know how to design and create a maze-based challenge</li> </ul>	<ul style="list-style-type: none"> <li>I will know how to touch type</li> <li>● <i>position and arrangement of keys</i></li> <li>● <i>function and use of different keys</i></li> <li>● <i>optimal hand, fingers and body position to reduce risk of RSI</i></li> <li>● <i>accurately type</i></li> <li>● <i>increase the pace of typing</i></li> </ul>