Computing Overview KS2 Year 3

Year 3		Autumn		Spring		Summer	
		iJam - iSong	iProgram – iLogic	iOffice – iSafety	iCreate – iStop Motion	ICommunicate - iCollaborate	iTech – iControl
		This is an introduction to basic song writing skills using the 'GarageBand' App. Students will work in pairs or small groups to create a short composition using a variety of instruments and sounds available in the App. Tempo will be addressed, both in relation to musical genre and how it affects the feel and impact of a song. Musical and rhythmical patterns will be developed and students will appraise each other's work with a view to implementing changes and improving their compositions.	Children will use games to learn key coding skills. They will learn how to use coding language 'Blockly' to introduce key programming elements such as steps, loops, basic logic and functions such as 'if statements'. This will progress into using code to create 'Spyrograph' style artwork.	Children will combine leaning how to stay safe while on a digital device with learning how to operate Office 365 programs. Our E-Safety module covers Cyber Bullying, Online Gaming, Trust, Digital Reputation, Location Permissions, Online Contact and Social Media. All of these topics are covered alongside learning how to use the basic functions within Word and Excel.	This is an introduction to basic song writing skills using the 'GarageBand' App. Students will create their own series of short Stop Motion animations using the App 'iStop Motion'. Working in groups, all participants will plan, film and edit their animations together to form a mini-film including titles and scene transitions using iMovie.	This module focuses on podcasting, blogging, vlogging and broadcast channels. Children will look at the origins of these four areas before learning how to create their own. Children will also discuss how digital networks such as the internet have made remote collaborations possible and very easy.	Children will build upon their coding knowledge gained during *Level 1 iProgram* and learn how to control both simulated and external systems. Children will use computational thinking to plan, create and write a program to run an external device. .
ESafety		Know what cyberbullying is and how to address it, understand how websites use advertisements to promote products. Create strong passwords and understand privacy settings. Explore different ways children can communicate online.To use knowledge about online safety to plan a party online. CEOP - Lee and Kim Animal Magic Cartoon (Use questions and activities from the teacher guidance appropriate to the needs of your class – not necessary to complete all activities). Video to be used for reinforcement.					