

Key Stage 2 YEAR 3 COMPUTING

National Curriculum KS2 Programme of Study	Chris Quigley Essential Skills Milestone 2	
<p>Pupils should be taught to:</p> <ul style="list-style-type: none"> design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts use sequence, selection, and repetition in programs; work with variables and various forms of input and output use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact. 	1. To code (using Scratch) <u>Looks</u>	<ul style="list-style-type: none"> Set the appearance of objects and create sequences of changes.
	1. To code (using Scratch) <u>Sound</u>	<ul style="list-style-type: none"> Create sounds. Control when they are heard and their volume.
	1. To code (using Scratch) <u>Draw</u>	<ul style="list-style-type: none"> Control the shade of pens.
	1. To code (using Scratch) <u>Events</u>	<ul style="list-style-type: none"> Specify conditions to trigger events.
	1. To code (using Scratch) <u>Variables and Lists</u>	<ul style="list-style-type: none"> Use variables to store a value. Use the functions to define, set, change, show and hide to control the variables.
	1. To code (using Scratch) <u>Operators</u>	<ul style="list-style-type: none"> Use the Reporter operators () + () () - () to perform calculations
	2. To connect	<ul style="list-style-type: none"> Contribute to blogs that are moderated by teachers. Give examples of the risks posed by online communications. Understand that comments made online that are hurtful or offensive are the same as bullying.
	3. To communicate	<ul style="list-style-type: none"> Use some of the of applications and devices in order to communicate ideas, work or messages professionally.
	4. To collect	<ul style="list-style-type: none"> Devise and construct databases using applications designed for this purpose in areas across the curriculum.