Computing Sequence of Learning Year 3 2024 - 2025

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 3	Topic – Information Technology: Knowledge & Understanding	Topic - Computer Science: Programming concepts and controlling hardware	Topic – Information Technology: Knowledge & Understanding	Topic – Information Technology: Knowledge & Understanding	Topic - Computer Science: Programming concepts and controlling hardware	Topic – Information Technology: Knowledge & Understanding
	Digital Design: Book creator	Programming Concepts: Events and actions	Data & Information: Branching databases	IT Around us: Connecting computers	Programming Concepts: Sequence in music	Digital Design: Animation
	L1 – to type to achieve a specific purpose. L2 – to type basic punctuation correctly within on-screen writing. L3 – to type basic punctuation correctly within on-screen writing. L4 – to use technology to organise and manipulate digital content.	L1 – to explain how a sprite moves in an existing project. L2 – to create a program to move a sprite in four directions. L3 – to adapt a program to a new context. L4 – to develop my program by adding features. L5 – to identify and fix bugs in a program. L6 – to design and create a maze-based challenge.	L1 – to create questions with yes/no answers. L2 – to identify the attributes needed to collect data about an object. L3 – to create a branching database. L4 – to explain why it is helpful for a database to be well structured. L5 – to plan the structure of a branching database. L6 – to independently create an identification tool.	L1 – to explain how digital devices function. L2 – to identify input and output devices. L3 – to recognise how digital devices can change the way that we work. L4 – to explain how a computer network can be used to share information. L5 – to explore how digital devices can be connected. L6 – to recognise the physical components of a network.	L1 – to explore a new programming environment. L2 – to identify that commands have an outcome. L3 – to explain that a program has a start. L4 – to recognise that a sequence of commands can have an order. L5 – to change the appearance of my project. L6 – to create a project from a task description.	L1 – to explain that animation is a sequence of drawings or photographs. L2 – to relate animated movement with a sequence of images. L3 – to plan an animation. L4 – to identify the need to work consistently and carefully. L5 – to review and improve an animation. L6 – to evaluate the impact of adding other media to an animation.