

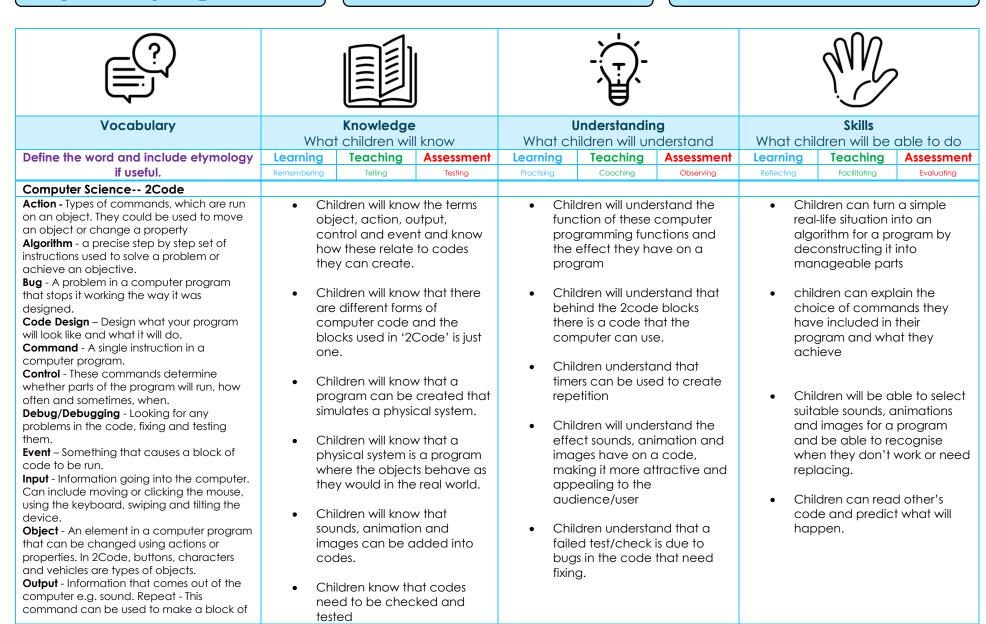
Orton Wistow Primary School - Curriculum Plan



Subject: Computing

Year: 3

Term: Autumn











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Vocabulary	Knowledge What children will know			Understanding What children will understand			Skills What children will be able to do			
Define the word and include etymology if useful. commands run a set number of times or forever. Computer simulation - A program that models a real-life situation. Selection - This is a conditional/decision command. When selection is used, a program will choose a different outcome depending on a condition.	Learning Remembering	Teaching Telling	Assessment Testing	Learning Practising	Teaching Coaching	Assessment Observing	Learning Reflecting	Teaching Facilitating	Assessment Evaluating	
Information Technology Purple Mash 3.4 Touch Typing Posture – The correct way to sit at the computer. Top row keys – The keys on the top row of the keyboard. Home row keys – The keys on the middle row of the keyboard. Bottom row keys – The keys on the bottom row of the keyboard. Space bar – The bar at the bottom of the keyboard.	 Children will know that a good posture is important when using a computer Children will know that using specific fingers for specific keys allows you to type more quickly. 			poo injur • Chil- beir acc and	r posture cou	erstand that it and aves time	 Children will be able to use both hands to type Children will be able to identify the home, top and bottom row keys and know where to place their hands on the keyboard. 			





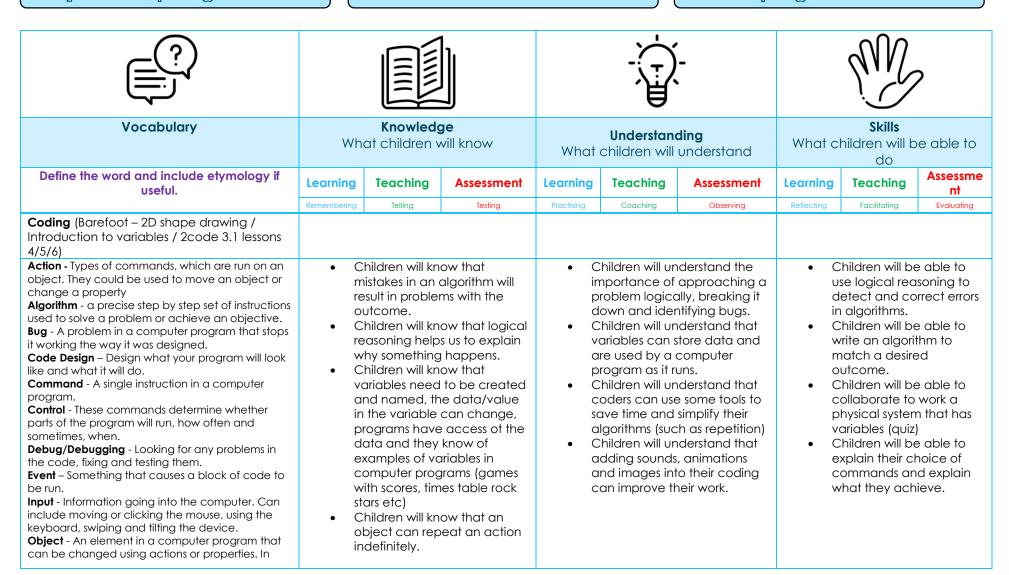
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2Code, buttons, characters and vehicles are types of objects. Output - Information that comes out of the computer e.g. sound. Repeat - This command can be used to make a block of commands run a set number of times or forever. Computer simulation - A program that models a real-life situation. Selection - This is a conditional/decision command. When selection is used, a program will choose a different outcome depending on a condition. Timer - Use this command to run a block of commands after a timed delay or at regular intervals. Variable - A named area in computer memory. A variable has a name and a value. The program can change this variable value. Information Technology (3.7 Simulations unit)	• C	hildren will kn	ow that a	• 0	Children will ur	nderstand that	• 0	Children can e	explain the
program that models a real-life situation. They let you try things out that would be too difficult or dangerous to do in real life.	computer simulation models a real-life situation and lets the user try out things that would be too difficult or dangerous in real life.			simulations for flying, medical practices or space missions enable the user to experience the event without risk. Children will also understand that some are there just for fun, such as racing simulations.			advantages and disadvantages of simulations.		

