

Computing	Online Surfers and Searchers	Online Safety	Drawing and Desktop Publishing	Internet Research and Communication	Programming Turtle Logo and Scratch	Word Processing
Year 3	Autumn (1) 7 weeks	Autumn (2) 8 weeks	Spring (1) 6 weeks	Spring (2) 6 weeks	Summer (1) 5 weeks	Summer (2) 6 weeks
What We Will Learn	Pupils will learn about what the Internet is, how the Internet works and the three different types of connections that can be used. They will then have the opportunity to explore web browsers and search engines, learning how to detect if a web page can be trusted whilst also ensuring that they know how to stay safe online. Finally, they will learn how to copy and paste images from the web and complete their own scavenger hunt project at the end of the unit.	In this unit, pupils are introduced to email and other forms of online communication. They will look at how to write and send emails, as well as how to decide if an email is safe to open. They will build on their existing knowledge of cyberbullying and how to deal with unkind behaviour online. The use and importance of privacy settings is introduced and pupils will discuss the types of information we should not share online. They will build on the idea of a digital footprint by thinking about how the adverts they see online are targeted at them. Pupils will finish the unit by using the knowledge they have gained to plan a party using online communication methods.	This unit is aimed at developing pupils' graphic and presentation skills by introducing drawing as opposed to painting. It also goes on to further pupils' understanding of layouts using a desktop publishing application. Pupils will learn to draw, order, group and manipulate objects to make a picture. They will also learn to evaluate and create effective layouts, combining text and images.	This unit focuses on how to effectively search using keywords and how to safely communicate online. The lessons focused on Internet research will demonstrate the importance of word order when searching. They will also start to examine the results returned and how to distinguish between a reliable and unreliable website or webpage. Pupils will learn to save webpages in a browser, as well as in a file or folder. They will also understand how this can be shared with others. Pupils will identify ways of communicating online, how they can keep safe and the importance of being responsible while communicating online with others.	This Programming Turtle Logo and Scratch unit will teach your class to create and debug algorithms. Following on from the earlier Year 2 unit on Preparing for Turtle Logo, the pupils use the basic commands in Logo to move and draw using the turtle on screen, and then further develop algorithms using the "repeat" command. These skills are then developed by teaching pupils to create algorithms in Scratch using a selection of blocks.	This unit, builds on prior learning and pupils will learn basic word-processing skills and be able to use various features for formatting text. It will introduce pupils to screenshots and the Snipping Tool, and secure use of passwords.
What We Will Do	Pupils know what the Internet is and how it can be used. With support, pupils can show some understanding that the Internet travels from an original place to a web server and back again. Pupils can use keywords to search for information using appropriate search engines. With support, pupils can access a web browser and bookmark or favourite an appropriate web page. Pupils can copy and paste images, with support.	Pupils will identify a safe person to tell if they encounter cyberbullying and know that cyberbullying can happen via a range of devices. They will identify adverts online, identify a targeted advert and explore how companies use websites to promote products. Pupils will create a strong password, explain why a strong password is important. They can discuss and write an email as a form of communication, with an address and subject, know how to safely send an email and know how to safely receive an email. Pupils will identify online communities they are a part of. They will discuss what they have learnt about online safety, communicate their ideas with a group clearly and listen to others' contributions and use what they know about online safety to plan a party using online methods.	Pupils will draw objects and Insert text boxes and images. Pupils will order and group objects and be able to move, resize and arrange text boxes and images effectively.	Pupils will know and understand how word order affects the results returned. They will know how to bookmark or favourite a page and name different types of online communication. Pupils will know what to do if they feel uncomfortable when communicating online. They will be able to identify how they should behave online.	Pupils will create and debug algorithms to draw regular polygons using the repeat command/ block (Turtle Logo and Scratch) They will draw regular polygons using Logo to calculate the angle (Turtle Logo) Pupils can change and alter the pen settings (Scratch).	Pupils will use undo and redo, make text bold, italic or underline. They will Select text in different ways and align text. Pupils can select single words, cut, copy and paste text. They will format the font, and insert images.
Skills Learned	Pupils will develop an understanding about computer networks including the Internet; how they can provide multiple services, such as the World Wide Web; and the opportunities they offer for communication.	Pupils will develop prior internet safety skills already learned to be able to identify how to use technology safely, respectfully and responsibly when communicating online.	Pupils will develop their art skills focuses on drawing and manipulating shapes and lines through the use of a specific drawing computing program building on from the KS1 painting program.	Pupils will further develop an understanding about computer networks including the Internet; they will be able to identify how to use technology safely, respectfully and responsibly when communicating online.	Pupils will be able to problem solve using logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.	Pupils will develop there writing skills to be able to structure and produce a piece of writing/text using a variety of software (including internet services) on a range of digital devices.