

## Computing (NCCE scheme): Skills and Sticky Knowledge Year 3

Year Three	NCCE Unit Title/s	Key Skills and contents	Sticky Knowledge	Vocabulary
Autumn	<p><b>Connecting Computers</b> End product – taking pictures of networked devices and explaining how they are connected to the network.</p> <p><b>Stop-Frame Animation</b> End product – a flipbook</p>	<ul style="list-style-type: none"> <li>• <b>Computing Systems, Networks and Online Safety</b> - classify input and output devices and how they are connected to each other.</li> <li>• To know that different devices have different purposes.</li> <li>• <b>Creating Media CM</b> - create a storyboard and use this to create an animation that is achievable on screen. Evaluate own and others animation and use this to improve work.</li> </ul>	<ul style="list-style-type: none"> <li>• To identify at least 2 networked devices around them (Network switch, server, wireless access point- see knowledge organiser).</li> <li>• To be able to explain that different devices have different purposes. (smartboard for teaching, iPad for researching).</li> <li>• To be able to explain that an animation is a sequence of pictures or images.</li> <li>• •To be able to name a program used to make stop frame animation (e.g. iMotion).</li> </ul>	<p><b>Connecting Computers:</b> Digital device, input, output, process, program, connection, network.</p> <p><b>Stop-Frame Animation:</b> Animation, flip book, stop-frame animation, frame, sequence, image, photograph, setting, character, events, onion skinning, media, import, transition.</p>
Spring	<p><b>Desktop Publishing</b> End Product – magazine cover</p>	<ul style="list-style-type: none"> <li>• <b>Computing Systems, Networks and Online Safety</b> - classify input and output devices and how they are connected to each other. To know that different devices have different purposes.</li> </ul>	<ul style="list-style-type: none"> <li>• To explain the difference between text and images.</li> <li>• To be able to demonstrate how to change font size and colour on a desktop computer (through Word and Publisher).</li> </ul>	<p><b>Desktop Publishing:</b> Text, images, font style, template, orientation, placeholder, desktop publishing, copy, paste, layout, purpose.</p>

	<p><b>Branching database</b> End Product - Branching database</p>	<ul style="list-style-type: none"> <li>• <b>Data and Information</b> - to make up yes / no questions about a collection of objects. To be able to sort objects from their own yes/no questions and put this information into a tree structure.</li> </ul>	<ul style="list-style-type: none"> <li>• To give an example of an open-ended question and a yes/no question.</li> <li>• To know that the objects in a branching database need to be split into similar sized groups.</li> </ul>	<p><b>Branching Databases:</b> Attribute, value, questions, table, objects, branching database, equal, even, separate, structure, compare, order, organise, selecting, information, decision tree.</p>
<p>Summer</p>	<p><b>Sequence in Music</b> Screenshot of Scratch program.</p>	<ul style="list-style-type: none"> <li>• <b>Programming</b> - to use Scratch to combine sound commands and put this into a sequence.</li> </ul>	<ul style="list-style-type: none"> <li>• To explain what a sprite is.</li> <li>• I can identify sprites and backgrounds in the Scratch program.</li> </ul>	<p><b>Sequence in Music:</b> Scratch, programming, blocks, code, sprite, costume, stage, backdrop, motion, point in direction, go to, event, task, run the code, order, note, chord, bug.</p>

	<p><b>Events and Actions</b> Screenshot of game made.</p>	<ul style="list-style-type: none"> <li>• <b>Programming</b> - To be able to choose a character that is a sensible size to go in their maze game. To use codes to determine an outcome. To evaluate and implement their designs.</li> </ul>	<ul style="list-style-type: none"> <li>• I know that event blocks are yellow and movement blocks are the darker blue on Scratch.</li> </ul>	<p><b>Events and Actions:</b> Motion, event, logic, Move, Resize, Extension block, Pen, Action, errors, test.</p>
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## Computing

Computing Systems, Networks and Online Safety- CS (Computer Science), NW (Networks), SS (Safety and Security).

Creating Media- CM (Creating Media), DD (Design and Development), ET (Effective use of Tools), IT (Impact of Technology).

Data and Information- DI (Data and Information).

Programming- AL (Algorithms), PG (Programming).