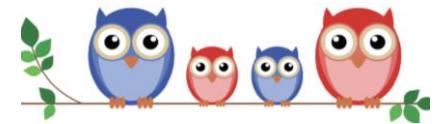


As a Year 3 Computer Scientist I will know...

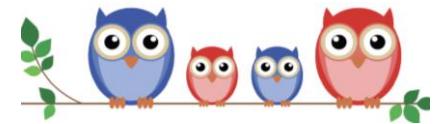
| | | |
|---|--|---|
| <p><u>Computing systems and networks</u></p> <p>To describe what an output is to explain that an output is produced by the process to identify how changing the process can affect the output to recognise that a digital device is made up of several parts to recognise that computers can be connected to each other to identify how devices in a network are connected with one another to recognise that a network is made up of a number of components to explain how information is passed through multiple connections</p> | <p><u>Creating media - animation</u></p> <p>to explain that an animation is made up of a sequence of images to identify that a capturing device needs to be in a fixed position to recognise that smaller movements create smoother animation to explain the need for consistency in working to explain the impact of adding other media to an animation</p> | <p><u>Creating media - desktop publishing</u></p> <p>to recognise how text and images can be used together to convey information to define landscape and portrait as two different page orientations to consider how different layouts can suit different purposes to recognise how different font styles and effects are used for particular purposes</p> |
| <p><u>Branching databases</u></p> <p>to investigate questions with a yes/no answer to identify attributes that you can ask yes/no questions about to select an attribute to separate objects into two similarly sized groups to explain that a branching database is an identification tool to recognise that a data set can be structured using yes/no questions to explain that a well-structured branching database will enable you to identify objects using fewer questions to relate two levels of a database using AND to suggest real-world applications for branching databases</p> | <p><u>Programming A - sequence in music</u></p> <p>to explain that programs start because of an input to explain what a sequence is to identify that a program includes sequences of commands to identify that the sequence of a program is a process to explain that the order of commands can affect a program's output to identify that different sequences can achieve the same output to identify that different sequences can achieve different outputs</p> | <p><u>Project Evolve</u></p> <p>self image and identity online relationships online reputation online bullying managing online information health, wellbeing and lifestyle privacy and security copyright and ownership</p> |



As a Year 3 Computer Scientist I can...

- explain how a computer network can be used to share information
- explain the role of a switch, server and wireless access point in a network
- identify network devices around me
- explain how networks can be connected to other networks
- identify input and output devices
- explain that a computer system accepts an input and processes it to produce an output

- set up the work area with an awareness of what will be captured
- plan an animation using a storyboard
- capture an image
- use onion skinning tool to review subject position
- move a subject between captures
- review a captured sequence of frames as an animation
- remove frames to improve animation
- add media to enhance an animation
- review a completed project



As a Year 3 Computer Scientist I can...

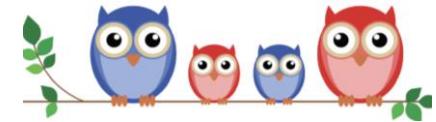
Sequencing Sound

- build a sequence of commands
- combine commands in a program
- order commands in a program
- create a sequence of commands to produce a given outcome

Creating media - desktop publishing

- show how to orientate a page
- add text to a place holder
- organise text and image placeholders in a page layout
- add and remove images from placeholders
- edit text and resize rotate images
- choose fonts and apply effects
- review document

Project Evolve



As a Year 3 Computer Scientist I can...

Branching Databases

- create questions with yes/no answers
- choose questions that will divide objects into evenly sized subgroups
 - repeatedly create subgroups of objects
- identify an object using a branching database
- retrieve information from different levels of the branching database