

Autumn	Spring	Summer	
<p>e-Safety- planned within PSHE / Citizenship using Somerset BYTE Awards</p> <p>I am kind and responsible</p> <p>Agree class internet rules based on personal responsibilities. Include cyberbullying messages in Anti-bullying week.</p>	<p>e-Safety- planned within PSHE / Citizenship using Somerset BYTE Awards</p> <p>I am safe</p> <p>Keep personal details private, consider who you are talking to online and make sure a trusted adult knows what you are doing online. Use Safer Internet Day to focus on use of the internet and different technologies.</p>	<p>e-Safety – planned within PSHE / Citizenship using Somerset BYTE Awards</p> <p>I am healthy</p> <p>Consider age-appropriate and healthy use of technology. Include consideration of time spent using technology and recognition of appropriate websites and games in Health week.</p>	<p>Basic Skills (to support my learning across the curriculum)</p> <ul style="list-style-type: none"> • Navigate public drive to save and retrieve files • Connect peripheral devices using USB lead • Use images saved to camera roll within a variety of Apps • Use Save and Save As on laptops and PCs • Copy and rename files to edit on tablets • Use safe search engine eg Primary ICT / Swiggle • Use individual fingers to input text and use SHIFT key to type characters. • Amend text by highlighting and using SELECT/DELETE and COPY/PASTE • Swap between letters and symbol input on a tablet • Add shapes and word art to documents and presentations
<p>Programming</p> <p>Year 3 Espresso Coding 3a and 3b 12 sessions (could be condensed)*This could replace Scratch but we will do both – less sessions required as skills already covered. Learn to design, write and debug your own app; practise using time in code to create an animation. Learn to design and make your own app; practise using conditional events in code and debugging code when there is a problem</p> <p>Handling Data 1 – CORE</p> <p>Year 3 Showing My Device Time 3 sessions</p> <ul style="list-style-type: none"> • Collect and show data on time spent playing games with 2Simple 2Graph or Easychart <p>Multimedia 1 – CORE</p> <p>Year 3 Make My eBook 2 sessions</p> <ul style="list-style-type: none"> • Look at a selection of eBooks • Learn how to create own eBook adding text, images, sound and hyperlinks • Add a narration to eBook • Share eBook with classmates 	<p>Programming 1- CORE</p> <p>Year 3 Making My Program in Scratch 6 sessions</p> <ul style="list-style-type: none"> • Explore sprites • Make things happen with individual blocks • Create sequences • Think through algorithm and program a dance <p>TIOL 1- CORE</p> <p>Year 3 My Safe Searching 3 sessions</p> <ul style="list-style-type: none"> • Search for information online and discuss the best ways to find answers • Learn about the World Wide Web as part of the internet • Search for copyright safe. <p>Handling Data 2 – CHOICE</p> <p>Year 3 My Top Trump Database 2 sessions</p> <ul style="list-style-type: none"> • Play animal top trumps • Collect and sort data and information about animals • Use branching database to sort animals (optional) • Use 2investigate to record <p>TIOL 3- CHOICE</p> <p>Year 3 Send My eMail 3 sessions</p> <ul style="list-style-type: none"> • Discuss how we use emails to communicate online • Create and send a class email to a class character • Open and reply to an email • Use Topmail to send an 	<p>Programming 4 – CHOICE</p> <p>Year 3 Bounce My Scratch Jr Basketball 3/4 sessions</p> <ul style="list-style-type: none"> • Make a car move across the city • Create a race across the city • Teach the cat to dribble a basketball • Create a basketball 'training video' <p>Multimedia 2 – CHOICE</p> <p>Year 3 My Art in Different Styles 3 sessions</p> <ul style="list-style-type: none"> • Explore the effects that can add to a photo to create in the style of a famous artist • Create music in the style of a particular mood or to create an atmosphere <p>TIOL 2 – CORE</p> <p>Year 3 Scan My Code 2 sessions</p> <ul style="list-style-type: none"> • Learn how to scan a QR code to retrieve information • Create own QR codes to link to information and resources <p>Open Ended Challenge</p> <p><u>Identify an appropriate challenge</u> to allow children to</p> <ul style="list-style-type: none"> • Use computational thinking to plan, develop and evaluate their use of technology • Have a differentiated learning experience including developing mastery • Demonstrate attainment in computing 	<p>Additional unplugged activities to reinforce computational thinking</p> <p>Marvellous Machines (30 - 40 minutes)</p> <ul style="list-style-type: none"> • Use machine parts to build a machine. What is it called? • What does it do? • How does it do it? What is the algorithm? <p>Instruction Stations https://www.scratchjr.org (30 - 40 minutes)</p> <ul style="list-style-type: none"> • Set up 4 – 6 'stations' each with a different exercise (e.g. clap hands, stomp feet, jump up and down). • Raise green flag card, children follow the instruction at their station. • Raise red stop sign card. Children stop and rotate to a different station. • Repeat until children have moved through each station. • Children work in groups to combine instructions to make their own sequence.