Computing Curriculum Planner: Discovery



Autumn	Spring	Summer	
e-Safety- planned within PSHE / Citizenship using Somerset BYTE Awards	e-Safety- planned within PSHE / Citizenship using Somerset BYTE Awards	e-Safety – planned within PSHE / Citizenship using Somerset BYTE Awards	
I am kind and responsible	l am safe	I am healthy	
Agree class internet rules based on personal responsibilities. Include cyberbullying messages in Anti-bullying week.	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.	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.	Basic Skills (to support my learning across the curriculum) • Navigate public drive to
TIOL 1 - CORE	Multimedia 1 – CORE	Handling Data 1 – CORE	 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
Year 3 My Safe Searching 3 sessions	Year 3 Make My eBook 2 sessions	Year 3 Showing My Device Time 3 sessions	
 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 picture and edit 	 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 and others 	• Collect and show data on time spent playing games with 2Simple 2Graph or Easychart	
Programming 1 - CORE	Multimedia 3 – CHOICE	Handling Data 3 – CHOICE	
Year 3 Making My Program in Scratch 6 sessions	Year 3 Showing My Teeth (Word or Slides) 4 sessions	Year 3 Helping My Plants Grow 2 sessions	
 Explore sprites Make things happen with individual blocks Create sequences Think through algorithm and program a dance Consider algorithm and program a knock knock joke Create animated story 	 Note-take information about teeth and use to create a report or a presentation Edit text by changing font etc and insert images Use word clouds to present vocabulary Create a timelapse film about the effects of cola on teeth 	 Use datalogger or app to test amount of light in different parts of the school Take photographs and measurements of plants 	

	 Identify an appropriate challenge to allow children to Use computational thinking to plan, develop and evaluate their use of technology Have a differentiated learning experience including developing mastery Demonstrate attainment in computing
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Open Ended Challenge

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