



Computing

Develop Test Innovate



Year Group	Unit Title	End Points
3	Data and Information	• Explain that digital devices accept input/outputs • Design a digital device • Recognise different connections • Explain how messages are passed through multiple connections • Know why we need a network switch • Explain the role of a switch, server and wireless access point in a network • Identify networked devices around me
3	Desktop Publishing	• Explain the difference between text and images • Change font style, size and colours for a given purpose • Edit text • Define the term 'page orientation' • Recognise placeholders and say why they are important • Paste text and images to create a magazine cover • Choose a suitable layout • Identify the uses of desktop publishing in the real world
3	Animation	• Predict what an animation will look like • Explain why little changes are needed for each frame • Use onion skinning to help make small changes between frames • Review a sequence of frames to check my work • Add other media to my animation • Explain the impact of adding other media to an animation
3	Branching Databases	• Create two groups of objects separated by one attribute • Arrange objects into a tree structure • Select objects to arrange in a branching database • Group objects using my own yes/no questions • Create yes/no questions using given attributes • Create questions and apply them to a tree structure • Compare two ways of presenting data
3	Events and Actions	• Choose which keys to use for actions and explain the choices made • Choose a suitable size for a character in a maze • Use a programming extension • Choose blocks to set up my program • Identify additional features • Match a piece of code to an outcome

		• Make design choices and justify them
3	Sequence Music	• Identify the objects in a Scratch project • Know that commands in Scratch are represented as blocks • Create a program following a design • Know that the objects in my project will respond exactly to the code • Combine sound commands • Order notes in a sequence • Implement an algorithm as code