



Computing

Scheme of Work

Year 3 Overview



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Introduction

This document contains an overview of the units included in the Purple Mash Computing Scheme of Work for Year 3.

For detailed lesson plans and other information, see the documents for the individual units themselves.

Most lessons assume that children are logged onto Purple Mash with their own individual usernames and passwords, so their work will be saved in their own folders automatically and can be easily reviewed and assessed by the class teacher. If children have not used and logged onto Purple Mash before then they will need to spend some time before starting these lessons, learning how to do this. Children can be supported by having their printed logon cards (produced using [Create and Manage Users](#)) to hand.

Lesson plans also make use of the facility within Purple Mash to set activities for pupils which they can then complete and hand-in online (2Dos). This enables you to assess their work easily as well as distribute resources to all pupils. If children have not opened 2Dos before then they will need more detailed instructions about how to do this. A teacher's guide to 2Dos can be found in the teacher's section: [2Dos Guide](#).

If you are currently using a single login per class or group and would like to set up individual logins yourself, then please see our guide to doing so at [Create and Mange Users](#). Alternatively, please contact support at support@2simple.com or 0208 203 1781.

To force links within this document to open in a new tab, right-click on the link then select 'Open link in new tab'.

Linking the lessons to curriculum objectives

At the end of this document you will find a breakdown showing how the units relate to the curricula of England, Wales, Northern Ireland and Scotland. Within each unit document is a section called Assessment Guidance with exemplars of how a child at emerging, expected and exceeding level of achievement could demonstrate this in their work through the unit. These statements could also be used for reporting.



This information can be used in association with the Purple Mash Data Dashboard to make and record judgements about children's outcomes and demonstrate progress over time.

Data

For more information about the Data Dashboard see the [Data Dashboard manual](#) or view the videos within the Data Dashboard tool.

Differentiation

Where appropriate, guidance has been given on how to simplify tasks within lessons or challenge those who are ready for more stretching tasks.

Year 3 Whole Year Overview

Week	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32
YEAR 3	Unit 3.1 Coding						Unit 3.2 Online Safety			Unit 3.3 Spreadsheets			Unit 3.4 Touch-Typing			Unit 3.5 Email (including email safety)						Unit 3.6 Branching Databases			Unit 3.7 Simulations			Unit 3.8 Graphing				
	Number of Weeks – 6 Main Programs – 2Code						Weeks – 3 Programs – 2Connect (Mind Map) 2Blog (Blogging) Writing Templates Display boards			Weeks – 3 Programs – 2Calculate			Weeks – 4 Programs – 2Type			Weeks – 6 Programs – 2Email						Weeks – 4 Programs – 2Question			Weeks – 3 Programs – 2Simulate, Writing Templates			Weeks – 3 Programs – 2Graph Writing Templates 2Blog (Blogging)				

Year 3 Unit Overview

Unit 3.1 – Coding

Lesson	Aims	Success Criteria
1	<ul style="list-style-type: none"> To review coding vocabulary that relates to Object, Action, Output, Control and Event. To use 2Chart to represent a sequential program design. To use the design to write the code for the program 	<ul style="list-style-type: none"> Children can create a design that represents a sequential algorithm. Children can use a flowchart design to create the code. Children can explain what Object, Action, Output, Control and Event are in computer programming.
2	<ul style="list-style-type: none"> To design and write a program that simulates a physical system. 	<ul style="list-style-type: none"> Children can explain how their program simulates a physical system, i.e. my vehicles move at different speeds and angles. Children can describe what they did to make their vehicle change angle. Children can show that their vehicles move at different speeds
3	<ul style="list-style-type: none"> To look at the grid that underlies the design and relate this to X and Y properties. To introduce selection in their programming by using the if command. To combine a timer in a program with selection. 	<ul style="list-style-type: none"> Children can make use of the X and Y properties of objects in their coding. Children can create an if statement in their program. Children can use a timer and if statement to introduce selection in their program.
4	<ul style="list-style-type: none"> To understand what a variable is in programming. To use a variable to create a timer 	<ul style="list-style-type: none"> Children can explain what a variable is in programming. Children can explain why variables need to be named. Children can create a variable in a program. Children can set/change the variable values appropriately to create a timer.
5	<ul style="list-style-type: none"> To create a program with an object that repeats actions indefinitely. To use a timer to make characters repeat actions. To explore the use of the repeat command and how this differs from the timer. 	<ul style="list-style-type: none"> Children can show how their character repeats an action and explain how they caused it to do so. Children are beginning to understand how the use of the timer differs from the repeat command and can experiment with the different methods of repeating blocks of code. Children can explain how they made objects repeat actions.
6	<ul style="list-style-type: none"> To know what debugging means. To understand the need to test and debug a program repeatedly. To debug simple programs. To understand the importance of saving periodically as part of the code development process. 	<ul style="list-style-type: none"> Children can explain what debug (debugging) means. Children have a clear idea of how to use a design document to start debugging a program. Children can debug simple programs. Children can explain why it is important to save their work after each functioning iteration of the program they are making.

Unit 3.2 – Online Safety

Lesson	Aims	Success Criteria
1	<p>To know what makes a safe password, how to keep passwords safe and the consequences of giving your passwords away.</p> <p>To understand how the Internet can be used to help us to communicate effectively.</p> <p>To understand how a blog can be used to help us communicate with a wider audience.</p>	<ul style="list-style-type: none"> Children understand what makes a good password for use on the Internet. Children are beginning to realise the outcomes of not keeping passwords safe. Children can contribute to a concept map of all the different ways they know that the Internet can help us to communicate. Children have contributed to a class blog with clear and appropriate messages.
2	<p>For children to consider if that they read on websites is true?</p> <p>To look at some 'spoof' websites.</p> <p>To create a 'spoof' webpage.</p> <p>To think about why these sites might exist and how to check that the information is accurate.</p>	<ul style="list-style-type: none"> Children understand that some information held on websites may not be accurate or true. Children are beginning to understand how to search the Internet and how to think critically about the results that are returned. Children have accessed and assessed a 'spoof' website. Children have created their own 'spoof' webpage mock-up. Children have shared their 'spoof' web page on a class display board.
3	<p>To learn about the meaning of age restrictions symbols on digital media and devices.</p> <p>To discuss why PEGI restrictions exist.</p> <p>To know where to turn for help if they see inappropriate content or have inappropriate contact from others.</p>	<ul style="list-style-type: none"> Children can identify some physical and emotional effects of playing/watching inappropriate content/games. Children relate cyberbullying to bullying in the real-world and have strategies for dealing with online bullying including screenshot and reporting.

Unit 3.3 – Spreadsheets

Lesson	Aims	Success Criteria
1	To create pie charts and bar graphs.	<ul style="list-style-type: none"> Children can create a table of data on a spreadsheet. Children can use a spreadsheet program to automatically create charts and graphs from data.
2	To use the 'more than', 'less than' and 'equals' tools.	<ul style="list-style-type: none"> Children can use the 'more than', 'less than' and 'equals' tools to compare different numbers and help to work out solutions to sums. Children can use the 'spin' tool to count through times tables.
3	To introduce the Advanced Mode of 2Calculate and use coordinates.	<ul style="list-style-type: none"> Children can describe a cell location in a spreadsheet using the notation of a letter for the column followed by a number for the row. Children can find specified locations in a spreadsheet.

Unit 3.4 – Touch-typing

Lesson	Aims	Success Criteria
1	To discuss the need for correct posture when typing. To introduce typing terminology.	<ul style="list-style-type: none"> Children understand the names of the fingers. Children understand what is meant by 'top row', 'home row', 'bottom row' and 'space bar'.
2	To practise and improve typing skills.	<ul style="list-style-type: none"> Children can use two hands to type the letters on the keyboard.
3	To start to type words.	<ul style="list-style-type: none"> Children can type full words using the correct fingering.
4	To improve the speed and efficiency of typing skills.	<ul style="list-style-type: none"> Children can type a series of words with speed and accuracy.

Unit 3.5 – Email

Lesson	Aims	Success Criteria
1	To think about the different methods of communication.	<ul style="list-style-type: none"> Children can list a range of different ways to communicate. Children can use 2Connect to highlight the strengths and weaknesses of each method.
2	To open and respond to an email. To write an email to someone, using an address book.	<ul style="list-style-type: none"> Children can open an email and respond to it. Children have sent emails to other children in the class.
3	To learn how to use email safely.	<ul style="list-style-type: none"> Children have written rules about how to stay safe using email. Children have contributed to classmates' rules.
4	To learn how to use email safely.	<ul style="list-style-type: none"> Children have created a quiz about email safety which explores scenarios that they could come across in the future.
5	To add an attachment to an email.	<ul style="list-style-type: none"> Children can attach work to an email. Children know what CC means and how to use it.
6	To explore a simulated email scenario.	<ul style="list-style-type: none"> Children can read and respond to a series of email communications. Children can attach files appropriately and use email communication to explore ideas.

Unit 3.6 – Branching Databases

Lesson	Aims	Success Criteria
1	To sort objects using just YES/NO questions.	<ul style="list-style-type: none"> Children understand how YES/NO questions are structured and answered. Children have used YES/NO questioning to play a simple game with a friend.
2	To complete a branching database using 2Question.	<ul style="list-style-type: none"> Children have contributed to a class branching database about fruit. Children have completed a branching database about vegetables.
3 and 4	To create a branching database of the children's choice.	<ul style="list-style-type: none"> Children can choose a suitable topic for a branching database. Children can select and save appropriate images. Children can create a branching database. Children know how to use and debug their own branching database.

Unit 3.7 – Simulations

Lesson	Aims	Success Criteria
1	To look at what simulations are.	<ul style="list-style-type: none"> Children know that a computer simulation can represent real and imaginary situations. Children can give some examples of simulations used for fun and for work. Children can give suggestions of advantages and problems of simulations.
2	To explore a simulation.	<ul style="list-style-type: none"> Children can explore a simulation. Children can use a simulation to try out different options and to test predictions. Children can begin to evaluate simulations by comparing them with real situations and considering their usefulness.
3	To analyse and evaluate a simulation.	<ul style="list-style-type: none"> Children can recognise patterns within simulations and make and test predictions. Children can identify the relationships and rules on which the simulations are based and test their predictions. Children can evaluate a simulation to determine its usefulness for purpose.

Unit 3.8 – Graphing

Lesson	Aims	Success Criteria
1	To enter data into a graph and answer questions.	<ul style="list-style-type: none"> Children can set up a graph with a given number of fields. Children can enter data for a graph. Children can produce and share graphs made on the computer.
2	To solve an investigation and present the results in graphic form.	<ul style="list-style-type: none"> Children have solved a maths investigation. Children can present the results in a range of graphical formats.

English National Curriculum Objectives (Key Stage 2)

National Curriculum Objective	Strand	Units
Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.	Computer Science	3.1
Use sequence, selection and repetition in programs; work with variables and various forms of input and output.	Computer Science	3.1
Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs	Computer Science	3.1
Understand computer networks, including the Internet; how they can provide multiple services, such as the World Wide Web; and the opportunities they offer for communication and collaboration.	Computer Science	3.5
Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content.	Information Technology	
Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.	Information Technology	3.4 3.5 3.6 3.7 3.8
Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.	Digital Literacy	3.2 3.5

Welsh Digital Competence Framework

Strand	Learners are able to:	Units Covered
Citizenship	Understand simple rules for sharing images and data, e.g. understand that photographs cannot be taken of others or shared online without seeking permission first.	3.2, 3.5
	Use strategies for creating and keeping strong, secure passwords, e.g. three to four random words joined together or using capitalisation and numbers.	3.2
	Acknowledge age restrictions and suitability of digital media and devices, e.g. locate and begin to understand PEGI ratings and age restriction guidelines.	3.2
	identify physical and emotional effects of playing/watching inappropriate content/games.	3.2
	explain how giving credit is a sign of respect.	3.2
	explain when and how it is acceptable to use the work of others.	3.2
	Explain the similarities and differences between offline and online communications,	3.2, 3.5
	Compose clear and appropriate messages in online communities.	3.5
Interacting and collaborating	Identify different forms of bullying, including cyberbullying, and suggest strategies for dealing with it, e.g. screenshot, block, report.	3.2, 3.5
	Exchange simple online communication in one or more languages, e.g. e-mail or video call	3.5
	Explain the advantages of communicating electronically.	3.5
	Use an online collaborative platform to create or edit a file in one or more languages.	3.1, 3.3, 3.5, 3.6, 3.8
	Save files to a specific location using an appropriate file name.	3.1, 3.3, 3.6, 3.8
Producing	Understand the importance of saving work periodically to avoid losing work.	3.1, 3.3, 3.6, 3.8
	Use identified success criteria as a plan for completion of task.	All Units
	Develop strategies for finding information using different keywords and techniques.	3.2
	Create and edit multimedia components in one or more languages.	3.1, 3.3, 3.5, 3.6, 3.8
	Organise a range of text, image, sound, animation and video for selected purposes.	3.1, 3.3, 3.5, 3.6, 3.8
Data and Computational Thinking	Give an opinion about their own work and suggest improvements.	3.1, 3.4, 3.7
	Represent a solution symbolically.	3.1
	Detect and correct mistakes in sequences of instructions.	3.1
	Identify repetitions or loops in a sequence.	3.1
	Collect data, enter and begin to analyse in given formats.	3.3, 3.6, 3.8

Northern Ireland Levels of Progression and Desirable Features

	Objective	Units Covered
Explore	Access, select, interpret and research information from safe and reliable sources.	3.2
	Investigate, make predictions and solve problems through interaction with digital tools.	3.1, 3.3, 3.6, 3.7, 3.8
Express	Create, develop, present and publish ideas and information responsibly using a range of digital media and manipulate a range of assets to produce multimedia.	3.1, 3.2, 3.3, 3.5, 3.6, 3.8
Exchange	Communicate safely and responsibly using a range of contemporary digital methods and tools, exchanging, sharing, collaborating and developing ideas digitally.	3.1, 3.2, 3.5, 3.6, 3.8
Evaluate	Talk about, review and make improvements to work, reflecting on the process and outcome, and consider the sources and resources used, including safety, reliability and acceptability.	3.1, 3.2, 3.5
Exhibit	Manage and present their stored work and showcase their learning across the curriculum, using ICT safely and responsibly.	All Units

Desirable Features	Units Covered
Desktop Publishing	3.4, 3.8
Film and Animation	See unit 4.6
Interactive Design	3.1, 3.7
Managing data	3.3, 3.6, 3.8
Music and Sound	See unit 2.7
Online Communication	3.2, 3.5
Presenting	Use of publishing templates and 2Connect to complete activities as part of lessons
Working with Images	Used in various units, see specifically unit 2.6

Scottish Curriculum for Excellence (First Level)

Technological developments in society	Units Covered
By exploring and using technologies in the wider world, I can consider the ways in which they help.	3.2, 3.5, 3.7
I can work with others to generate, discuss and develop imaginative ideas to create a product of the future.	3.1, 3.3, 3.6, 3.8
By exploring current news items of technological interest, I have raised questions on the issues and can share my thoughts.	3.2
Throughout all my learning, I take appropriate action to ensure conservation of materials and resources, considering the impact of my actions on the environment.	3.5
ICT to enhance learning	Units Covered
As I extend and enhance my knowledge of features of various types of software, including those which help find, organise, manage and access information, I can apply what I learn in different situations.	By covering a variety of units.
I can access, retrieve and use information from electronic sources to support, enrich or extend learning in different contexts.	By covering a variety of units.
I explore and experiment with the features and functions of computer technology and I can use what I learn to support and enhance my learning in different contexts.	By covering a variety of units.
I can create, capture and manipulate sounds, text and images to communicate experiences, ideas and information in creative and engaging ways.	By covering a variety of units.
Computing science contexts for developing technological skills and knowledge	Units Covered
I am developing my knowledge and use of safe and acceptable conduct as I use different technologies to interact and share experiences, ideas and information with others.	3.2
I am developing problem-solving strategies, navigation and co-ordination skills, as I play and learn with electronic games, remote control or programmable toy.	3.1
Craft, design, engineering and graphics contexts for developing technological skills and knowledge	Units Covered
Having evaluated my work, I can adapt and improve, where appropriate, through trial and error or by using feedback.	3.1, 3.4
I am developing an interest, confidence and enjoyment in using drawing and colour techniques, manually or electronically, to represent ideas in different learning situations	See unit 2.6
I explore materials, tools and software to discover what they can do and how I can use them to help solve problems and construct 3D objects which may have moving parts.	3.1, 3.7