Computing

Curriculum End Points

Year Three

Strand: Programming

Topic: Sequencing Sounds/Events and Actions in Programs (Scratch)

- 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

Computing

Curriculum End Points

Year Three

Strand: Computing Systems and Networks

Topic: Connecting Computers

- Identify input and output devices

- Explain that a computer system accepts an input and processes it to produce an output

- Explain how a computer network can be used to share information

  Identify network devices around me

- Explain how networks can be connected to other networks

Computing

Curriculum End Points

Year Three

Strand: Creating Media

Topic: Stop-frame animation

- Plan an animation using a storyboard

- Set up the work area with an awareness of what will be captured, and capture an image

- Use the onion skinning tool to review subject position, and move a subject between captures

- Review a captured sequence of frames as an animation

- Remove frames to improve an animation

- Add media to enhance an animation

- Review a completed project

Computing

Curriculum End Points

Year Three

Strand: Creating Media

Topic: Desktop Publishing

- Show that page orientation can be changed

- Organise text and image placeholders in a page layout

- Add text to a place holder

- Edit text in a placeholder

- Add and remove images to and from placeholders

- Move, resize and rotate images

- Choose fonts and apply effects to text

- Review a document