



At the end of year three I will know and remember...

Computer, Systems and Networks- Connecting Computers

- Explain how digital devices function by explaining that they accept inputs and produce outputs.
- Identify input and output devices.
- Recognise how digital devices can change the way we work.
- Explain how a computer network can be used to share information.
- Explore how digital devices can be connected.
- Recognise the physical components of a network.
- Explain the benefits of computer networks.

Creating Media- Animation

- Explain that animation is a sequence of drawings or photographs.
- Relate animated movement with a sequence of images.
- Recognise the relationship between frames and motion.
- Plan an animation.
- Use onion skinning to make small changes between frames.
- Evaluate the quality of my animation and say how it can be improved.

Programming A- Sequencing in Music

- Explore a new programming environment.
- Identify objects in a Scratch project (sprites, backdrops), understand that objects have attributes (linked to) and that commands in Scratch are represented as blocks.
- Identify that commands have outcomes.
- Explain that a program has a start.
- Combine sound commands and order notes in a sequence.
- Change the appearance of my project.
- Create a project from a task description.