Computing Curriculum Overview - Year 3		
	Unit	**Details**
Autumn One	Creating Media - Desktop Publishing	Pupils will become familiar with the terms ‘text’ and ‘images’ and understand that they can be used to communicate messages. They will use desktop publishing software and consider careful choices of font size, colour and type to edit and improve premade documents.
Autumn Two	Programming A - Sequence in Music	This unit explores the concept of sequencing in programming through Scratch. It begins with an introduction to the programming environment, which will be new to most pupils. They will be introduced to a selection of motion, sound, and event blocks which they will use to create their own programs, featuring sequences. The final project is to make a representation of a piano.
Spring One	Data and Information - Branching Databases	Pupils will develop their understanding of what a branching database is and how to create one. They will use yes/no questions to gain an understanding of what attributes are and how to use them to sort groups of objects. Pupils will create physical and on-screen branching databases.
Spring Two	Programming B - Events and actions in programs	This unit explores the links between events and actions, whilst consolidating prior learning relating to sequencing. Pupils will begin by moving a sprite in four directions (up, down, left and right). They will then explore movement within the context of a maze, using design to choose an appropriately sized sprite
Summer One	Creating Media - Stop frame animation	Pupils will use a range of techniques to create a stop-frame animation using tablets. Next, they will apply those skills to create a story-based animation.
Summer Two	Kodu - Game Making	In this unit, pupils will create and design their own gaming landscapes, they will program characters and objects to navigate around their gaming landscape.