



Vocabulary

I understand and can use these words:

Digital literacy	Information technology	Computer science	
search engine	slideshow	algorithm	timer event
sources	format	direction	'if' statements
emails	transition	debug	variable
communicate	animations	code	prediction
reliable	hyperlink	sequence	button
unreliable	slides	swipe	program
identity			
permission			
copyright			

Skills

I can:

Login to a laptop using my login	Save and retrieve my work with a partner	Create code with 'if' statements
Use key phrases in search engines to gather accurate information online managing online information)	Insert slides, pictures and hyperlinks to create a slideshow	Create code with a timer event
Make choices about which sources are more reliable	Add transitions and animations between slides	Explain why a variable does or doesn't work
Use more than one source to gather information	Make a short film using photos and images captured	Program a motor to make an output device move <i>(Milo the Science rover (Lego WeDo))</i>
Create and send emails within school		

I could create my own game using the skills I have learnt using free code and use my knowledge to teach my peers

Knowledge

I know:

What the word 'identity' means and how people might represent themselves in different ways online (self image)	What should and shouldn't be shared online and to ask if I am unsure (online reputations)	Someone should only share information with someone they trust (privacy and security)
Knowing someone online is different to knowing them in real life (online relationships)	How to behave online and How bullying behaviour can affect others (online bullying)	Copying someone's work from the computer without permission isn't fair (copyright and ownership)
Liking someone online is different to trusting them (online relationships)	The difference between a belief, a fact and an opinion online (managing online information)	



Topic Vocabulary, Skills and Knowledge
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Feelings can be hurt online by what is said or written (online relationships)	Using too much technology can have a negative impact and some negative and positive activities (health, wellbeing and lifestyle)	
The importance of giving and gaining permission (online relationships)	Some online activities have age restrictions including apps (health, wellbeing and lifestyle)	Recognise different programs and what they are used for