

Year 3 - Term 2 Computing Plan

Topics	Area of computing	Objectives	Computing vocabulary
<p>Handling data</p> <ul style="list-style-type: none"> ▪ Creating a spreadsheet ▪ Creating a line graph ▪ A graph with many lines ▪ Calculating values ▪ Creating a bar chart ▪ Sorting a table of data into order ▪ Revision 	<ul style="list-style-type: none"> ❖ Typing ❖ Editing ❖ Drawing ❖ Calculating ❖ Sorting 	<p>By the end of the topic students should be able to:</p> <ul style="list-style-type: none"> ▪ Put values and labels into a spreadsheet ▪ Draw graphs and bar charts ▪ Show values in a spreadsheet ▪ Do calculations using spreadsheet formulas ▪ Sort data into order 	<ul style="list-style-type: none"> ➤ Formula ➤ Key ➤ Cell reference ➤ Sort ➤ Value ➤ Bar chart ➤ X - axis ➤ Y - axis
<p>Control the computer: Scratch</p> <ul style="list-style-type: none"> • Choose a sprite • Control the sprite • Make a loop • Draw a line • Change script values • A fixed loop • User input • Revision 	<ul style="list-style-type: none"> ❖ Presenting ❖ Typing ❖ Drawing ❖ Printing 	<p>By the end of the topic students should be able to:</p> <ul style="list-style-type: none"> ▪ Know what Scratch is. ▪ Use Scratch program to control the computer. ▪ Understand the different commands that make up Scratch program ▪ Use loops to make your programs more powerful. ▪ Know how to get input from the user. 	<ul style="list-style-type: none"> ➤ Fixed loops ➤ Blocks ➤ Sprite ➤ Loop ➤ Script ➤ Stage ➤ Scratch ➤ User input ➤ Stage ➤ Output ➤ Right click