

## Computer Science Medium Term Planning **Year 3**

3.1 We are researchers Researching a topic	3.2 We are comic writers Creating a comic strip	3.3 We are animators Creating a cartoon	3.4 We are opinion pollsters Opinion polling	3.5 We are communicators Here and there: communicating
<ul style="list-style-type: none"> <li>• To know what is the World Wide Web.</li> <li>• Using techniques to identify search terms / keywords that might lead to results not directly related to what they were looking for. Conversely they will have identified those that are efficient.</li> <li>• To develop research skills through searching for information on the Internet.</li> <li>• To improve note-taking skills through the use of mind mapping</li> <li>• To develop presentation skills through creating and delivering a short multimedia presentation</li> <li>• To present information to a specific type of audience</li> <li>• To discuss and reflect critically on their own and others' work</li> </ul> <ul style="list-style-type: none"> <li>• Education city: No uncertain items.</li> <li>• Freemind</li> <li>• Powerpoint</li> <li>• Website: Mindmap</li> </ul>	<ul style="list-style-type: none"> <li>• To have an understanding of how digital technology may be used in comics or graphic novels</li> <li>• To develop skills in working with images on a computer</li> <li>• To improve proficiency in combining text and images to achieve a particular purpose</li> <li>• To convey ideas or narrative succinctly using text and images</li> <li>• To develop skills for collaboration and team work, including discussion and compromise</li> <li>• To discuss and reflect critically on their own and others' work</li> </ul> <ul style="list-style-type: none"> <li>• Website – Storyboard That</li> </ul>	<ul style="list-style-type: none"> <li>• Use logical reasoning to explain how some simple algorithms work to detect and correct errors in algorithms and programs.</li> <li>• How to design a good character.</li> <li>• To consider characteristics of animated cartoons</li> <li>• To develop their skills with bitmap editing software</li> <li>• To gain familiarity with a simple scripting tool or language</li> <li>• To experience some aspects of software development</li> <li>• To provide feedback to others, and act on feedback received</li> <li>• To develop collaboration skills through work with a partner</li> </ul> <ul style="list-style-type: none"> <li>• Scratch</li> <li>• Education city: Robotask</li> </ul>	<ul style="list-style-type: none"> <li>• To understand elements of good survey design</li> <li>• To understand the ethical and legal aspects of online data collection</li> <li>• To know how to use the web to facilitate data collection</li> <li>• To gain skills in using charts to analyse data</li> <li>• To gain skills in interpreting results</li> </ul> <ul style="list-style-type: none"> <li>• Survey Monkey</li> <li>• Microsoft Word</li> </ul>	<ul style="list-style-type: none"> <li>• Here and there: communicating</li> <li>• To develop basic understanding of how email works</li> <li>• To gain skills in operating the email system used</li> <li>• To be aware of broader issues surrounding email, including 'netiquette' and e-safety</li> <li>• To know and experience other modes of digital communication, including video conferencing</li> <li>• To gain communication skills of reading, writing, speaking and listening in less familiar contexts, and with a particular audience</li> </ul> <ul style="list-style-type: none"> <li>• Microsoft Outlook</li> <li>• Skype (Vid Conference)</li> </ul>