Year Three　　Computing　　Success criteria

Unit	Key Learning	🙁	😐	🙂
Coding	☐　To design algorithms using flowcharts.			
	☐　To design an algorithm that represents a physical system and code this representation.			
	☐　To use selection in coding with the 'if' command.			
	☐　To understand and use variables in 2Code.			
	☐　To deepen understanding of the different between timers and repeat commands.			
Online Safety	☐　To know what makes a safe password.			
	☐　Methods for keeping passwords safe.			
	☐　To understand how the Internet can be used in effective communication.			
	☐　To understand how a blog can be used to communicate with a wider audience.			
	☐　To consider the truth of the content of websites.			
	☐　To learn about the meaning of age restrictions symbols on digital media and devices.			
Spreadsheets	☐　To use the symbols more than, less than and equal to, to compare values.			
	☐　To use 2Calculate to collect data and produce a variety of graphs.			
	☐　To use the advanced mode of 2Calculate to learn about cell references.			
Touch Typing	☐　To introduce typing terminology.			
	☐　To understand the correct way to sit at the keyboard.			
	☐　To learn how to use the home, top and bottom row keys.			
	☐　To practice typing with the left and right hand.			
Email	☐　To think about different methods of communication.			
	☐　To open and respond to an email using an address book.			
	☐　To learn how to use email safely.			
	☐　To add an attachment to an email.			
	☐　To explore a simulated email scenario.			
Branching Databases	☐　To sort objects using just 'yes' or 'no' questions.			
	☐　To complete a branching database using 2Question.			
	☐　To create a branching database of the children's choice.			
Simulations	☐　To consider what simulations are.			
	☐　To explore a simulation.			
	☐　To analyse and evaluate a simulation.			
Graphing	☐　To enter data into a graph and answer questions.			
	☐　To solve an investigation and present the results in graphic form.			