Y3 Computing (Digital Literacy & IT)

National Curriculum	Knowledge	Skills	Y2 Vocab	Y3 Vocab
• Understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration. • Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information	• Understand what makes an effective poster. • Know how to use a variety of Microsoft Publisher editing tools • Understand that Microsoft Publisher has a breadth of editing tools that can be as simple or as complicated as you wish to use.	• Choose an appropriate shape or line to draw. • Change the order of objects. • Group or ungroup objects. • Move objects. • Change the length and direction of lines. • Change the size and shape of shapes. • Recognise an effective layout. • Insert and format text boxes. • Insert and format images. • Use font, size and colour appropriately.	• Pixel / Dots • Pointillism (Artform) • Cubism (Artform) • Pop Art (Artform) • Warhol (Artist) • Seurat (Artist) • Mondrian (Artist) • Picasso (Artist) • Tool • Size • Colour (primary) • Fill • Rotate	• Draw • Object • Shape • Line • Fill • Colour • Front / Back • (un)group • Length • Size • Background • Outline • Image • Photo

Lessons to Teach		Key Questions
• Lesson 1: Objects • Lesson 2: Ordering & Grouping • Lesson 3: Manipulating Objects	• Lesson 4: Posters • Lesson 5: Combing Text and Images • Lesson 6: Effective Layouts	• *What make a good poster or advert?* • *What language features make a good poster or advert?* • *What layout features make a good poster or advert?* • *What inspiration will you use for your poster or advert?*

Previous Learning	Future Learning
• Understand that art is not just paint and pens but can also be created on computers (K) • Know different famous artists and pictures they created (K) • Produce lighter and darker shades of a colour (S) • Match colours to particular moods and emotions (S) • Make two different versions of art using different shades (S) • Duplicate an image and alter colours (S) • Combine styles of more than one artist to create a new piece (S)	• Understand how computers have advanced animation techniques (K) • Understand animation is a series of still images sped up to look like movement (K) • Edit and refine still images to improve animation (S) • Animate the interaction between two characters (S) • Use a time slider to find points within an animation to insert or edit objects (S) • Use a camera to create stop-motion animation (S)