


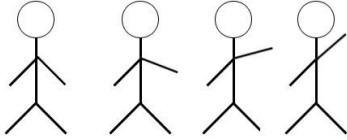





Year 3 Spring 1: Computing Knowledge Mat

Digital Literacy

Key Vocabulary		Images/ diagrams	Core Knowledge
Online Safety	Being aware of the possible dangers that you could encounter whilst engaging in activity through the Internet.		<ul style="list-style-type: none"> ➤ I know the role of a search engine. ➤ I know that 'autocomplete' is a tool used by a search engine. ➤ I know not all online images should be used and what someone should do if one is used. ➤ I know what copyright is. ➤ I know how to communicate with others online ➤ I know that anyone can access the internet so personal information should not be shared and what to do if I am worried about something online. ➤ I know networks offer opportunities for communication and collaboration. ➤ I know how to be safe online. ➤ I know that some activities or games online are not appropriate for everyone. ➤ I know how age restrictions are decided. ➤ I know how to discuss why some online activities have age restrictions.
Search Engine	A search engine is a program that finds webpages on the web. You type in the words that you want information on. Example: Google.		
Autocomplete	Autocomplete involves the program predicting a word or phrase that the user wants to type in without the user actually typing it in completely.		
Copyright	Copyright is a law that stops you from using other people's work without their permission.		
Networks	A group of things connected together.		
PEGI	A video game content rating system.		
Communication	Connecting and talking with others online.		
World Wide Web	The internet is a global network of computers all connected together. The world wide web (www or 'web' for short) is a collection of webpages found on this global network of computers.		
Personal Information	Any information that can be used to identify you.		


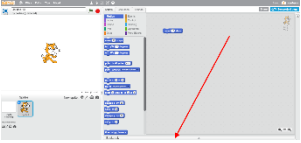
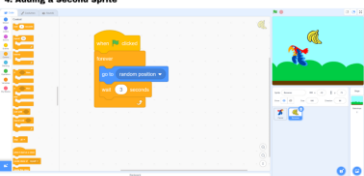
Year 3 Spring 2: Computing Knowledge Mat

Information Technology - Animation

Key Vocabulary		Images/ diagrams	Core Knowledge
Animation	A sequence of images or pictures that are drawn or taken and put in an order to make it look like the picture is moving.	 <p>Page 1 Page 2 Page 3 Page 4</p>	<ul style="list-style-type: none"> ➤ I know what animation is and how an animation flip book works. ➤ I know why little changes are needed for each frame. ➤ I know what onion skinning is and can use it to help me make small changes between frames ➤ I know what an effective animation should include. ➤ I can draw a sequence of pictures ➤ I can create an effective flip book-style animation ➤ I can predict what an animation will look like ➤ I can explain why little changes are needed for each frame ➤ I can create an effective stop frame animation ➤ I can break down a story into settings, characters, and events ➤ I can describe an animation that is achievable on screen ➤ I can create a storyboard ➤ I can review a sequence of frames to check my work ➤ I can evaluate the quality of my animation ➤ I can explain ways to make my animation better and use this to edit my animation ➤ I can evaluate another learner's animation ➤ I can add other media to my animation and explain my reasoning ➤ I can evaluate my final film
Flip Book	A series of illustrations of an animated scene joined together in sequence so that the picture looks like it's moving by flipping the pages quickly.	 	
Frame	A still picture that makes up a video when more than 1 is added together.		
Onion Skinning	A technique used in creating animated cartoons and editing movies to see several frames at once.	 	
I-Movie	An app on the i-pad we use to create animations.		
Edit	To make simple changes and additions.		
Story Board	More than one picture/illustration/photo added together to build up a story animation.		
Final Film	The final animation that has been edited and perfected to the best of your ability.		

Year 3 Summer 1: Computing Knowledge Mat

Computer Science

Key Vocabulary		Images/ diagrams	Core Knowledge
sprite	Sprites - are the characters, objects or actors of the project. Sprites are programmed to do something in Scratch.	  	<ul style="list-style-type: none"> ➤ I know how to explain how a sprite moves in an existing project ➤ I know how to create a program to move a sprite in four directions ➤ I know how to adapt a program to a new context ➤ I know how to develop my program by adding features ➤ I know how to identify and fix bugs in a program ➤ I know when to design and create a challenge ➤ I know that the objects in my project will respond exactly to the code
project	On Scratch you can create different projects of your liking. For example, you can create your own Scratch project which could be games, stories, movies, and other media.		
de-bug (fixing bugs)	<i>Debugging</i> is finding and fixing mistakes in your code that are called bugs		
Scratch	Scratch is a programming language and platform that allows you to use your imagination to create world of your choice.		
code	Code refers to the set of instructions, or a system of rules, written in a programming language (Coding Blocks).		
algorithm	An algorithm is a set of specific steps designed for a specific outcome.		
commands	A specific instruction given to a computer program that tells it what to do.		
			<p>Skills</p> <ul style="list-style-type: none"> ➤ I can decide the actions for each sprite in a program ➤ I can make design choices for my artwork ➤ I can identify and name the objects I will need for a project ➤ I can relate a task description to a design ➤ I can implement my algorithm as code