

Using and Applying Skills	Computing	Years 3 & 4, Term 6	Year B
Key vocabulary: Cartoon, character, animate, research, story, plan, design, create, draw, narrate, evaluate, present, personality, description.			
Knowledge and skills: Recognise familiar forms of input and output devices and how they are used. (3a) Make efficient use of familiar forms of input and output devices. (3b) With support select and use a variety of software to accomplish goals. (3e) Use technology safely and recognise acceptable and unacceptable behaviour. (3g) Design, write and debug programs that control or simulate virtual events. (3i) Use logical reasoning to explain how some simple algorithms work. (3j) With support select, use and combine a variety of software on a range of digital devices to accomplish given goals. (4c) Decompose programs into smaller parts. (4g) Use logical reasoning to detect and correct errors in algorithms and programs. (4h) Select, use and combine a variety of software, systems and content that accomplish given goals. (4i)		Possible activities: Design and create an original character using appropriate software. Use chosen software to tell a story involving the cartoon character. Use other software to create an additional description or other materials linked to the character. Combine software to present information about the character.	
Spiritual, Moral, Social and Cultural Education, and Promotion of British Values: Spiritual: Explore creativity and imagination in the design and construction of digital products. Explore how ideas in computing have inspired others. Moral: Encourage good etiquette when using digital technology including mobile devices and with due regard to e-safety. Encourage respect for other people’s views and opinions. Encourage respect for the computer room and the equipment used and how this affects others. Encourage respect in the use of digital equipment and its impact on the environment, for example, ink and paper wastage. Explore moral issues around the around the use of digital technology, for example, copyright and plagiarism. Social: Encourage students to assist one another in problem solving. Encourage good practice and respect in the use of social networking. Cultural: Children will appreciate the importance of computers in the modern world. Encourage the sensible use of digital technology in the classroom and homework situations. Encourage an awareness and appreciation of the digital divide and an awareness of differing cultural and spiritual or religious views towards the use of digital technology. British Values: Work together to help one another. Treat one another with respect. Behave in a way that allows everyone to learn and achieve their potential.			