



Computing skills progression Year 3

Year 3 Skills	
Unit	Skills
Computer keypad and typing	<p style="text-align: center;">match the different keys with their uses. Use keyboard shortcuts for Windows, iPad and Google Chromebook,</p>
Document creation	<p style="text-align: center;">Copy and paste text and images Find and replace words Format text for a purpose Edit images inside documents Add bullet points to make lists Experiment with keyboard shortcuts</p>
Digital Art	<p style="text-align: center;">Use various lines and fill tools plus copy/paste and rotation to create pattern effects. (Project 1) Use shapes, fill, copy/paste, zoom and flip to create reflective symmetry effects. (Project 2) Use stamps, copy/paste, layers and multiple frames to create animated GIF computer graphics. (Project 3)</p>
3D Design	<p style="text-align: center;">Understand and use 3D space on a grid. Re-create or design familiar 3D models using cubes, such as tables and chairs. Use chisel tool to improve and adapt models. Colour individual blocks or whole models.</p>
Kodu Programming	<p style="text-align: center;">Create a 3D place using various design tools Write a program to control a character using inputs Write a program with conditions to create an if statement (If the character touches an object it will disappear) Write a program with variables (scoring system)</p>
Music Creation	<p style="text-align: center;">Create ascending and descending scales. Add chords evenly across the scales. Add arepeggios and melodies. Add a steady and even rhythm. Use sampled sounds to create an effective mix. Build beats, melody (tones) and effects.</p>
Branching databases	<p style="text-align: center;">1. Add and label objects. 2. Ask questions to sort (classify) objects correctly.</p>