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| I can statements  Year 3 COMPUTING | Start of topic | End of topic |
| I can break down tasks into a sequence of steps and understand the importance of the order of the sequence |  |  |
| I can demonstrate an understanding of algorithms |  |  |
| I can talk about how an input can act as a trigger |  |  |
| I can create a simple program |  |  |
| I can recognise, use and understand directional language, abbreviations and sequence instructions |  |  |
| I can create a sprite and a stage |  |  |
| I can use variables and inputs (make sprites have a conversation) |  |  |
| I can use loops and random numbers |  |  |
| I can make a sprite move using simple commands |  |  |
| I can give an example of an operator |  |  |
| I can apply the above skills to control a physical system (Sphero) |  |  |
| I understand what a ‘database field’ is |  |  |
| I can input data into a database |  |  |
| I can create a chart from database data |  |  |
| I can search a database to find out one set of information |  |  |
| I can search a database to find out two sets of information using the “and/or” ways |  |  |
| I can interpret and analyse the data in a database |  |  |
| I can give statements about the results |  |  |
| I can work with others to create a collaborative database |  |  |
| I can create an e-book to provide a reader with information |  |  |
| I can add information as ‘text’ into my e-book |  |  |
| I can choose a font and explain why I chose it |  |  |
| I can add images and explain why the image is relevant |  |  |
| I can add sound into my e-book |  |  |