E mail

I can list a range of different ways to communicate. Children can highlight the strengths and weaknesses of each method.
I can open and respond to an email.
I can write an email to someone, using an address book.
I know how to use email safely – I have written rules about how to stay safe using email, I have created a quiz about email safety which explores scenarios I could come across in the future.
I can attach work to an email.
I know what CC means and how to use it.
I can read and respond to a series of simulated email communications.
I can attach files appropriately and use email communication to explore ideas.

Branching Databases

I can sort objects using just YES/NO questions.
I can complete a branching database.
To create my own branching database choosing a suitable topic, selecting and saving appropriate images.
I know how to use and debug my own branching database.

Simulations

I know that a computer simulation can represent real and imaginary situations.
I can give some examples of simulations used for fun and for work.
I can give suggestions of advantages and problems of simulations.
I can explore simulations, analyse & evaluate them by comparing them with real situations and considering their usefulness.

Coding

I can represent a sequential program design.
I can use my design to write the code for the program.
I can design and write a program that simulates a physical system varying speeds & angles of movement.
I can look at the grid that underlies the design and relate this to X and Y properties.
I can introduce selection in my programming by using the 'if' command.
I can combine a timer in a program with selection.
I understand what a variable is in programming.
I can use a variable to create a timer.
I can create a program with an object that repeats actions indefinitely.
I can use a timer to make characters repeat actions.
I can explore the use of the repeat command and how this differs from the timer.
I understand the need to test and debug a program repeatedly.
I can debug simple programs.
I understand the importance of saving periodically as part of the code development process.

End of Year Expectations
Computer Studies
Year 3

Graphing

I can enter data into a graph and answer questions.
I can solve an investigation and present the results in graphic form

Spreadsheets

I can create pie charts & bar graphs from a spreadsheet.
I can use the 'more than', 'less than' and 'equals' tools.
I can describe a cell location in a spreadsheet using the notation of a letter for the column followed by a number for the row.
I can find specified locations in a spreadsheet.

Touch Typing

I understand the need for correct posture when typing.
I understand typing terminology - the names of the fingers and what is meant by 'top row', 'home row', 'bottom row' and 'space bar'.
I can use two hands to type the letters on the keyboard.
I can type full words using the correct fingers.
I can type a series of words with speed and accuracy.

Online Safety

I know what makes a safe password, how to keep passwords safe and the consequences of giving passwords away.
I understand how the Internet can be used to help us to communicate effectively.
I understand how a blog can be used to help us communicate with a wider audience.
I can consider if what I read on websites is true.
I can think about why these sites might exist and how to check that the information is accurate.
I understand the meaning of age restrictions symbols on digital media and devices.
I understand why PEGI restrictions exist.
I know where to turn for help if I see inappropriate content or have inappropriate contact from others.