

# End of Year Expectations Computing Year 3

## **SMSC**

Spiritual Development – Use of Imagination & creativity in their learning

Willingness to reflect on their experiences

Moral Development – Ability to recognise the between right & wrong

Consequences of actions & behaviour

Investigation moral & ethical views

Social Development - Working with peers

Recognising rights of others

Cultural development – Appreciation of different cultures

Investigating & understanding national & global communities

#### SEN

The use of technology to train or rehearse: to support pupils with SEN gain literacy and numeracy skills e.g. lexia & maths games

The use of technology to assist learning removing barriers to communication and interaction.

The use of technology to enable learning: technology plays an active role in the learning process, perhaps by asking questions, intervening in an activity or presenting interactive scenarios or simulations.

# CAREERS

App developer Software Engineer
Video Game designer IT Security Specialist
Computer Systems Analyst Web Designer
Technology Manager Database Administrator

Network Administrator Cyber Security Analyst
Data Analyst Special Effects Artist
Multimedia editor Office Worker
Teacher Business Manager

## **MATHS**

I can look at a grid and relate this to X and Y properties

I can entre information into a graph and answer questions about the data

I can solve an investigation and present the details in graphic form

I can create pie charts & bar graphs from a spreadsheet

I can use the 'more than', 'less than' and 'equals to' tools

## **LITERACY**

I can list different ways to communicate
I can open & respond to an e mail
I can attach work to an e mail
I can use touch typing on a keyboard to type effectively

## **COLLABORATION**

Working in groups to produce a collaborative piece of work Class blogs showing links to the community and informing parents of learning. I can understand how a blog can be used to communicate with a wider audience. Use of QR codes on displays & in books to bring learning to life.