YEAR 3

SOFTWARE	SUMMARY	OBJECTIVES
Purple Mash 2 Code	Children begin to work through the Gibbon category of 2 Code.	• Understand what algorithms are • Understand that programs execute by following precise and unambiguous instructions
Purple Mash 2 Animate	Children create animated scenes by repeating and changing images in a storyboard.	• Select appropriate tools to complete a given task.
Purple Mash 2 Email	Children learn how to use internet services safely, respectfully and responsibly, about the risks of opening links and attachments in emails, and of communicating personal information to unknown people	**Rising Stars – 'We Are Communicators.'** • Develop a basic understanding of how email works • Gain skills in using email • Be aware of broader issues surrounding email, including 'netiquette' and e-safety • Work collaboratively with a remote partner
Scratch	Children work with six example Scratch projects. They explain how the scripts work, finding and correcting errors in them, and explore creative ways of improving them. The children learn to recognise some common types of programming error, and practise solving problems through logical thinking.	**Rising Stars – 'We Are Bug Fixers.'** • Develop a number of strategies for finding errors in programs • Build up resilience and strategies for problem solving • Increase their knowledge and understanding of • Scratch • Recognise a number of common types of bug in software

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Office 365	The children create their own opinion poll, seek responses, and then analyse the results.	**Rising Stars – 'We Are Opinion Pollsters.'** • Understand some elements of survey design • Understand some ethical and legal aspects of online data collection • Use the web to facilitate data collection • Gain skills in using charts to analyse data • Gain skills in interpreting results.