

Milestone 2 (Year 3)

Computing

By the end of Year 3 pupils should have a 'Expected' understanding, whilst some will have an 'Deep' understanding.

	Basic	Expected	Deeper
Computer skills			
Are able to use both the mouse on a laptop and a cable connected mouse			
Are able to access the correct website in an internet browser			
Are able to know the different buttons on the keyboard and their names (for example enter button, space bar, tab, backspace, shift, control and alt)			
Are able to type at a reasonable speed using one hand or both hands			
Information Technology			
Are able to carry out simple searches to retrieve digital content			
Are able to understand that to retrieve digital content they are connecting to the internet and using a search engine such as PurpleMash search or internet-wide search engines			
Are able to collect, analyse, evaluate and present data and information using a selection of software (for example using a branching database 2Question, using software such as 2Graph			
Are able to consider what software is most appropriate for a given task			
Are able to create purposeful content to attach to emails (for example 2Respond)			
Digital Literacy			
Are able to demonstrate the importance of having a secure password and not sharing this with anyone else			
Are able to explain the negative implications of failure to keep passwords safe and secure			
Are able to understand the importance of staying safe and the importance of their conduct when using familiar communication tools such as 2Email in PurpleMash			
Are able to explain that there are more than one way to report unacceptable content and contact			
Computer Science			
Are able to turn a simple real-life situation into an algorithm for a program by deconstructing it into manageable parts			
Are able to design shows that they are thinking of the desired task and how this translates into code			
Are able to identify an error within their program that prevents it following the desired algorithm and then fix it			
Are able to demonstrate the ability to design and code a program that follows a simple sequence			
Are able to experiment with timers to achieve repetition effects in their program			

Begin to understand the difference in effect of using a timer command rather than a repeat command when creating repetition effects			
Are able to understand how variables can be used to store information while a programme is executing			
Are able to show that they are thinking of the structure of a program in logical, achievable steps and absorbing some new knowledge of coding structures through their designs for their programs (for example 'if' statements, repetition and variables)			
Are able to make good attempts to 'step through' more complex code in order to identify errors in algorithms and can correct this (for example traffic light algorithm in 2Code)			
Are able to 'read' programs with several steps and predict the outcome accurately (for example in Logo)			
Are able to list a range of ways that the internet can be used to provide different methods of communication			
Are able to use some of the different methods of communication (for example being able to open, respond to and attach files to emails using 2Email)			
Are able to describe appropriate email conventions when communicating through emails			