



Autumn term 2024 at Azbuka

Year 3

Techno-Commander

Key Skills & Activities

Making simple algorithms and codes in lots of different creative formats

Sequencing commands to solve problems

Creating & debugging repeated sequences of code to achieve different outcomes

Designing & coding animated characters in Scratch Jr

Fun programming - robots, dragons and more

Links to the Computing Curriculum

Understanding what algorithms are; how they are implemented on digital devices; and that programs execute by following precise and unambiguous instructions

Create and debug simple programs

Using logical reasoning to predict the behaviour of simple programs

Recognise common uses of technology beyond school

+ Additional Internet Safety tutorials including:

Using communication technology safely and respectfully

Keeping personal information private

Staying safe and SMART on the internet

