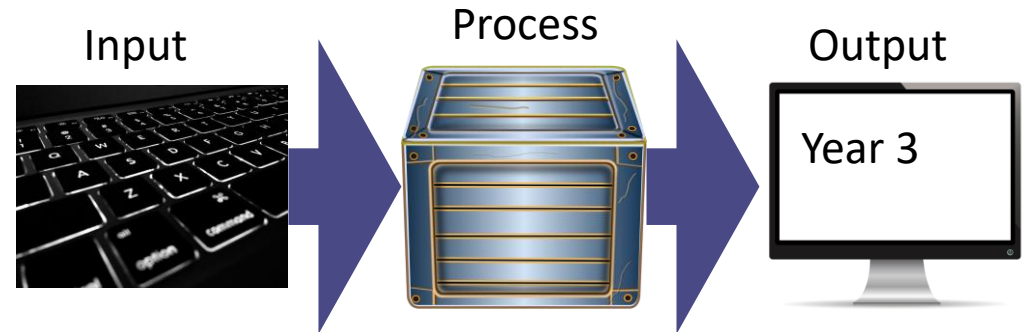


Computing Knowledge Organiser Year 3: We are Connectors

Concept- **Computer Networks**

Key Vocabulary	Definition
Digital Device	A computer or a device with a computer inside that has been programmed for a specific task.
Input Device	A piece of hardware used to control, or send data to, a computer.
Output Device	A piece of hardware that is controlled by outputs from a computer.



Some examples of input and output devices:

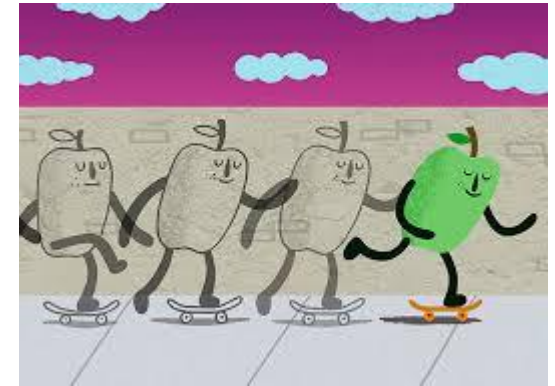


Computing Knowledge Organiser Year 3: We are Animators

Concept- **Communication**

Key Vocabulary	Definition
Storyboard	A board showing the characters, settings and events being used to create an animation. A sequence of drawings or photographs to be used to create the animation.
Animation	The process of giving the illusion of movement to drawings, models, or inanimate objects.
Multi- media	The use of a computer to present and combine text, graphics, audio, and video with links and tools that let the user navigate, interact, create, and communicate.

Animation



Storyboard



Computing Knowledge Organiser Year 3: We are Publishers

Concept- **Communication**

Key Vocabulary	Definition
Text	Text is the written part of a document
Image	A picture of photograph that is added to a document.
Edit	To change part of a document .

Font

A set of printable or displayable typography or text characters in a specific style and size.

Arial

Tahoma

Times New

Helvetica

Roman

ONYX

Stylus

Revie

Gothic

Nyala

Courier

broadway

Script

CASTELLAR

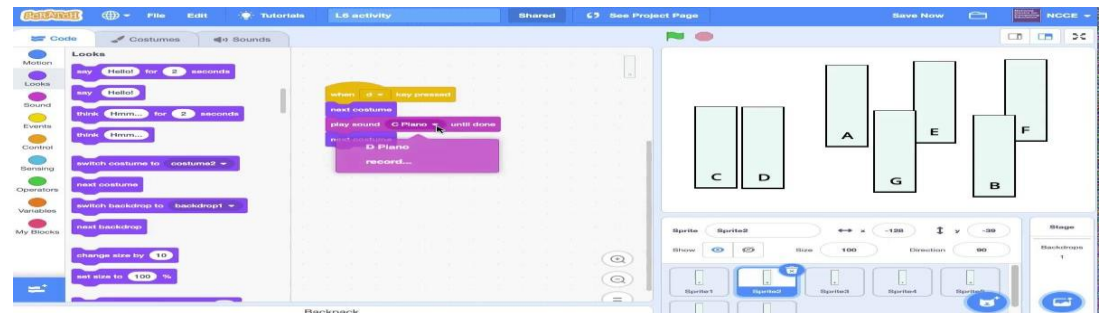
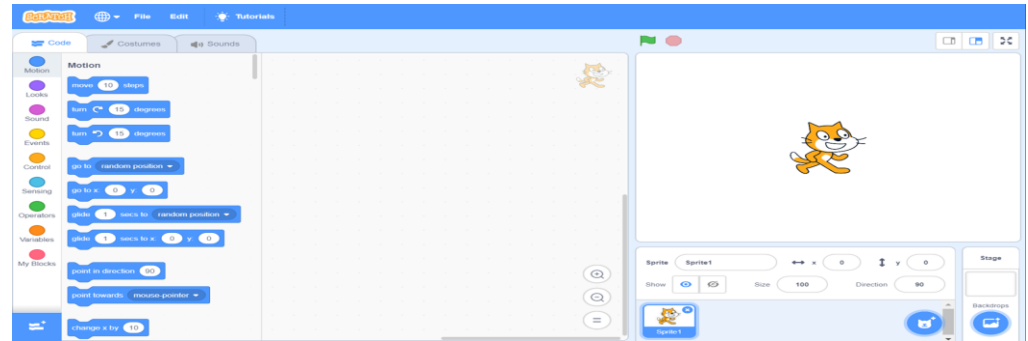
Images



Computing Knowledge Organiser Year 3: We are A Band

Concept- Programming

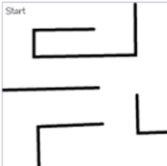
Key Vocabulary	Definition
Programming	The process of writing instructions for computing devices and systems.
Programming Sprites	Sprites are images on the Scratch programme.. Instructions make the sprites do things.
Sequencing	The ordering of instructions in a computer programme such as Scratch.
Scratch	A block based visual programme for children.



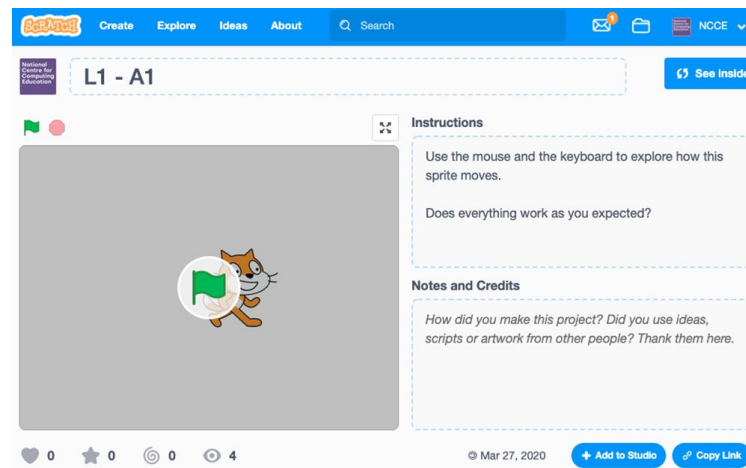
Computing Knowledge Organiser Year 3: We are Programmers

Concept- Programming

Key Vocabulary	Definition
Stages of a programme	Task — this is what is needed Design — this is what it should do Code — this is how it is done Running the code — this is what it does
Events	An action in a programme triggered by a click on a mouse or by the programme.
Actions	Sprites in Scratch create actions by moving, making sounds or appearing.

Which sprite will you choose?	Backdrop 
How will you move your sprite? What will the pen do?	Setup — what needs to happen at the start of your project?

Event	Action	Description (algorithm)
Press 'D'	Put the pen down on the page	
	Lift the pen off the page	Stops the pen drawing a line
	Rub out all the lines	
Press 'R'		Change the colour of the line to red
		Makes the line thicker
	Make the line one size thinner	



Computing Knowledge Organiser Year 3: We are Opinion Pollsters

Concept- Communication

Key Vocabulary	Definition
Branching Data Base	A collection of data organised in a tree structure using yes/no or true/false questions.
Attribute	A quality, character, or characteristic ascribed to someone or something
Yes / no questions	Questions that can only be answered with yes or no.



Year 3 - Branching databases
Lesson 1 - Yes or no questions

Learner activity worksheet
[Save a copy](#)

Asking questions

Write at least 2 questions which have a yes or no answer. The answer should sort the pictures into 2 roughly similar sized groups.

Question								Total 'Yes'	Total 'No'
Example: Does it have handlebars?	✓	X	✓	✓	X	X	X	3	4

