




ALMOND HILL JUNIOR SCHOOL MEDIUM TERM PLAN

TOPIC TITLE/SUBJECT: Computing - Computing Systems & Networks – Connecting Computers

YEAR GROUP: Year 3

TERM: Autumn

<div><div>Vocabulary</div><div><div>Input</div><div>Process</div><div>Output</div><div>Device</div><div>Digital</div><div>Networks</div><div>Network switch</div></div><div><div>Programs</div><div>Wi-Fi</div><div>Switch</div><div>Server</div><div>Wireless access point (WAP)</div></div></div> <div><div>Teach</div><div>Computing</div></div>	<div><div>Skills</div><div><div>-To explain how digital devices function (inputs/outputs/processes)</div><div>-To identify input and output devices (classify/describe and design a simple process)</div><div>-To recognise how digital devices can change the way that we work (personal use/similarities between digital and non-digital)</div><div>-To explain how a computer network can be used to share information (recognise connections/messages passed through multiple connections/network switch)</div><div>-To explore how digital devices can be connected (computer networks and devices/information can be passes between devices/ role of switch, server and WAP)</div><div>-To recognise the physical components of a network (how devices are connected/ networked devices around me/ benefits of computer networks)</div></div></div>	<div><div>What we already know</div><div><div>- Children will have used computers at KS1 so will have knowledge of: how to log on, how to use a mouse, typing, using a search engine (Y1), saving work (Y2)</div><div>-Children can name external parts of a computer (Y1)</div><div>-Children should recall inputs & outputs to digital systems (Y1).</div><div>-Children will have online safety knowledge from school (Y1 and 2)</div></div></div>
<div><div>illustration</div><div><div><div>input</div><div>output</div></div><div></div></div><div><div>Concepts</div><div><div>Digital devices have input process and output.</div><div>Connections and moving information between connected devices.</div></div></div></div>	<div><div>Application/ Outcomes</div><div><div>1. Introduces the concepts of input, process, and output. These concepts are fundamental to all digital devices. Then think of processes for input/output machines. (W/sheet)</div><div>2. Develop knowledge of the relationship between inputs, processes, and outputs and apply it to devices and parts of devices from their everyday surroundings.</div><div>3. Using programs in conjunction with inputs and outputs on a digital device. Look at 2 pieces of work with the same focus, using digital devices to create one piece of work, and non-digital tools to create the other. Compare and contrast.</div><div>4. The benefit of connecting digital devices is that it allows information to be shared between users and systems. Learners will learn to explain how and why computers are joined together to form networks.</div><div>5. This lesson introduces key network components, including a server and wireless access points. Learners will examine each device’s functionality and look at the benefits of networking computers.</div><div>6. Learners will further develop their understanding of computer networks. They will see examples of network infrastructure in a real-world setting and relate them to the activities in Lesson 5.</div></div></div>	
<div><div>Other/Cross Curricular Links</div><div><div>£ Maths (Lesson 1) - Number and place value: solve number problems and practical problems involving these ideas.</div><div>£ Art (Lesson 3) - to improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials</div></div></div>	<div><div>Adaptation for SEND</div><div><div>• Adapted tasks</div><div>• Adapted resources</div><div>• Additional support</div></div></div>	