

**Recording Sheet  
Year 3**

3A Combining Text and Graphics	3B Manipulating Sound	3C Exploring Simulations	3D Databases
Can look at posters and leaflets and pick out what is good and bad about them and say why	Can use a CDRROM to find instruments and their sounds.	Can recognize patterns and make a predictions.	Can sort things in a database and then graph the information to give answers to questions.
Can change, delete or add letters and words using a wordprocessor.	Can make sounds, evaluate and make changes.	Know that things on screen can represent real and imaginary situations.	Know how to make a chart from the information gathered.
Can insert pictures into work and re-size them.	Can record sounds and play them back.	Understand that a computer allows you to try things that maybe difficult or impossible to do in real life.	Can use search criteria to find answers from a database.
Know that a desktop publishing program will allow words and pictures to be moved.	Can give three examples when ICT is used to create or control sounds.	Can explore and make choices through investigating a computer simulation.	Can ask a question and find the answer from a database.
Can Save & Retrieve work independently.	Can use ICT to organise and re-organise sounds.	Can ask questions and discuss the simulation and how it is like real life.	Can add and remove records.
Can change my work by loading and editing my first copy.			Know that collecting and storing information in an organised way helps find answers to questions

Pupil Name:

**NB: Throughout all appropriate modules pupils must be able to Save and Retrieve Independently.**

3E E-mail	3F Modelling Screen turtle												
Can combine procedures to create a maze or obstacle course.													
Can write procedures using standard commands.													
Can use Penup, Pendown, change Pen colour and width.													
Can create squares and rectangles by moving the screen turtle.													
Can move the screen turtle to the home position and clear the screen.													
Understand that the same language is used to programme a screen turtle and a floor turtle.													
Can change the content of an e-mail after giving thought to the recipient.													
Can send an e-mail for a specific purpose.													
Can send a picture or file as an attachment.													
Can open an e-mail and reply.													
Understand the importance of e-mail address and details being correct.													
Know different ways of communicating and that messages can be sent over distances.													

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