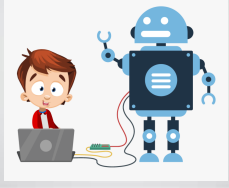


COMPUTING

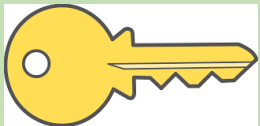


Year 5: Autumn 1

Online Safety

Key Learning

Being safe online means individuals are protecting themselves and others from online harms and risks which may jeopardise their personal information, lead to unsafe communications or even affect their mental health and wellbeing.



Vocabulary

- Media,
- Private information,
- Digital footprint,
- Media,
- Cyber bullying,
- Digital citizen,
- Plagiarism,



Objectives

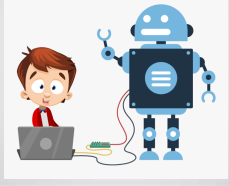


- To make healthy media choices,
- To know what information is okay to share.
- To know how online activity affects my digital footprint,
- To know how to be positive while playing online games,
- To recognise cyber bullying,
- To describe their responsibilities as digital creators,

Key Resources



COMPUTING

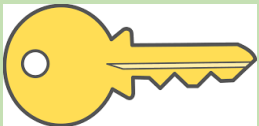


Year 5: Autumn 2

Coding and Programming

Key Learning

The Scratch is one of the most popular platforms in education to teach programming. The activities consolidate the skills covered in the previous year groups. Pupils will gain independence in their coding skills by programming a list of variables, program audio outputs and inputs and using inputs, outputs, loops, conditions, sensing and variables.



Vocabulary

- Variables,
- Input,
- Output,
- Algorithm,
- Debug,
- Conditions,
- Sensing,

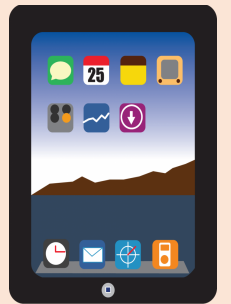


Objectives



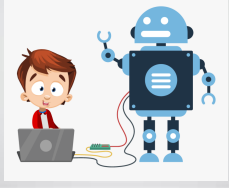
- Program list variables that chooses randomly.
- Program inputs, conditions and sensing for interaction, data variables for scoring and a game timer.
- Program Inputs, outputs, loops, conditions, sensing and variables.

Key Resources



scratch.mit.edu

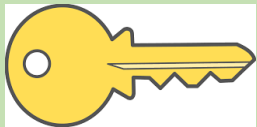
COMPUTING



Year 5: Spring 1 Programming with Sphero

Key Learning

Pupils write programs to control physical devices to make connection between digital and physical objects. Sphero is a bluetooth wireless ball that can be programmed from an iPad device using various different apps.



Year 5 Programming with Sphero



Vocabulary

- Variables,
- Input,
- Output,
- Algorithm,
- Debug,
- Conditions,
- Sensing,

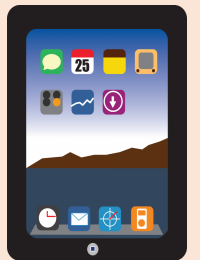


Objectives

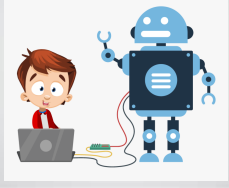


- Understanding Bluetooth Technology as Input Device
- Write programs for the Sphero using movement and repetition (loops).
- Write a program to trace a maze/route with Sphero and De-bug.
- Write a program with outputs.
- Write a program with random variables

Key Resources



COMPUTING

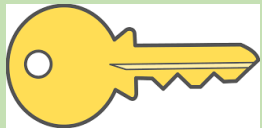


Year 5: Spring 2 Create an Ebook

Key Learning

I will learn to make an Ebook using a range of different content and tools and bring these skills together in a final book. I can also create ebooks to share my learning in many different ways and communicate my knowledge confidently.

I will build on prior knowledge to develop new skills.



Vocabulary

- Page,
- Style,
- Position,
- Format,
- Images,
- Audio,
- Hyperlinks,

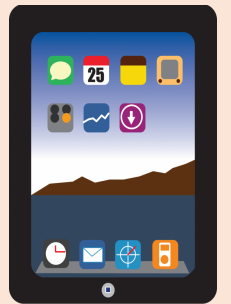


Objectives



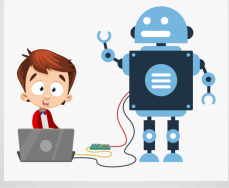
- Add page colour and style,
- Add position and format text on different pages,
- Add and position images from camera/web, add audio,
- Add hyperlinks to text and images, add and format shapes,
- Use hyperlinks for navigation,
- Add audio to pages,
- To embed content such as maps /Youtube videos.

Key Resources



bookcreator.com

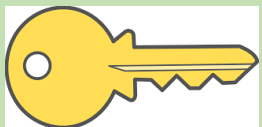
COMPUTING



Year 5: Summer 1 Data Handling

Key Learning

Data Handling are skills that should be performed regularly within different subjects. Pupils will learn to data handling using excel. The activities will consolidate the skills learnt in previous year groups and also introduces new ones such as using formulae and searching a database.



Year 5

Data Handling



Vocabulary

- Copy,
- Paste,
- Text,
- Image,
- Format,
- Keyboard,
- Mouse,

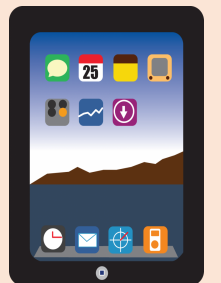


Objectives

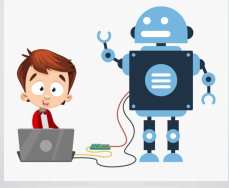


- Select and use non-adjacent cells plus resize multiple cell widths and copy/paste cells,
- Use formulae to find totals, averages and maximum/minimum numbers,
- Select the correct chart type to present data,
- Answer 'what if?...' questions,
- Search a database accurately to find information.

Key Resources



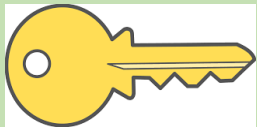
COMPUTING



Year 5: Summer 2 App Design

Key Learning

Pupils will use different graphical design and presentation skills in the popular software of PowerPoint to design their own app. Pupils will learn how an app works through navigation and usability.



Vocabulary

- App,
- Slide,
- Background,
- Icons,
- Hyperlinks,



Objectives



- Slide size and background colour,
- Text and Images (including transparent images) on different pages,
- Use different Icons,
- Interactions using hyperlinks,

Key Resources

