

Computing			
Term	Autumn 1	Autumn 2	Spring 1
Year 5 Topic	Spreadsheets	Website Design / Online Safety	Evaluating Content
Programme of Study	<ul style="list-style-type: none"> To design, write and debug programs that accomplish specific goals To work with variables and various forms of input and output To select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information 	<ul style="list-style-type: none"> understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration select, use and combine a variety of software (including internet services) on a range of digital devices to design content that accomplish given goals, including presenting data and information use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact 	<ul style="list-style-type: none"> understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact
Topic Content:	<ul style="list-style-type: none"> To enter data and formulae into a spreadsheet To order and present data based on calculations To add, edit and calculate data To use a spreadsheet to solve problems To plan and calculate a spending budget To design a spreadsheet for a specific purpose 	<ul style="list-style-type: none"> To select, use and combine software to create content To understand how computer networks enable computers to communicate To analyse, evaluate and present data To begin to use internet services to share and transfer data To design and create a range of content for a given audience <p>See attached document for online safety objectives</p>	<ul style="list-style-type: none"> To demonstrate strategies to analyse and evaluate the validity of 'facts' To identify, flag and report inappropriate content To explain how and why some people may present 'opinions' as 'facts' To demonstrate strategies in evaluating digital content based on their appropriateness for my age To be discerning when evaluating digital content To use filters in search technologies effectively
Curriculum Links:	<p>History : The Romans Science : Health and circulation</p> <p>Presenting Roman information texts, research on the Romans and the human body and presentations based on our residential trip.</p>	<p>DT : Moving Vehicles Science : Electricity</p> <p>Identification of electrical dangers in science, designing logos for moving vehicles in DT and creating an advert jingle in music.</p>	<p>History: The Anglo Saxons</p> <p>Research about the Anglo Saxons, presentation of a biography on Alfred the Great and using Mathsframe to aid learning in maths.</p>
KEY WEBSITES & Cultural Capital	<p>https://www.twinkl.co.uk/resource/tp2-i-041-new-planit-computing-year-6-spreadsheets-unit-pack</p>	<p>www.wix.com</p> <p>https://www.thinkuknow.co.uk/</p>	<p>http://www.bbc.co.uk/education/clips/zqw6pv4</p> <p>www.google.co.uk/safetycenter</p> <p>https://zapatopi.net/treeoctopus/</p>

Term	Spring 2	Summer 1	Summer 2
Year 5 Topic	STEM focus : BBC Microbit	Databases	Coding and Debugging
Programme of Study	<ul style="list-style-type: none"> design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems using decomposition use sequence, selection, and repetition in programs; work with variables and various forms of input and output use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs use a variety of software on a range of digital devices to design and create a range of programs 	<ul style="list-style-type: none"> design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information 	<ul style="list-style-type: none"> design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts use sequence, selection, and repetition in programs; work with variables and various forms of input and output use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs
Topic Content:	<ul style="list-style-type: none"> To know/understand what variables are To use variables to describe a character To write algorithms that use variables To explain how variables are used in programs To debug programs containing variables To write an algorithm for a step-counter To program the BBC micro:bit as a step-counter To predict how variables will be used in programs To understand how a variable can be set to a random number To write algorithms that use random number variables 	<ul style="list-style-type: none"> To collect data for inclusion in a database To set up a database and organise information To enter data in a database To present data in a variety of ways To sort data in a variety of ways To analyse the data in a database 	<ul style="list-style-type: none"> To solve problems by decomposing them into smaller parts To create assets for a computer game To use selection and repetition within a program To create use variables within a piece of code To use sequence within a program To identify sprite collisions and code outcomes for these
Curriculum Links:	<p>Science : Evolution and Inheritance Geography : Mexico English : Newspaper reports</p> <p>Using Google Maps and Oculus to explore Mexico, science research and presentation of information on Darwin and exposure to different styles of journalistic report and desktop publishing a newspaper report in English.</p>	<p>History : Mayans Maths : Word Problems involving measure</p> <p>Research about the Mayans using iPads/laptops. Use of Google Classroom to give out and complete home learning. Use mathsframe website to support understanding of word problems involving measure.</p>	<p>Geography : Coasts English : Memory books</p> <p>Collection and presentation of data for their memory book, design of a programme for the school production and using technology to investigate different coastlines around the UK.</p>
KEY WEBSITES & Cultural Capital	<p>https://microbit.org/lessons/getting-active-unit/overview/ https://microbit.org/projects/make-it-code-it/?filters=makecode STEM Week</p>	<p>https://www.youtube.com/watch?v=gfT7EGibrY0 https://mathsframe.co.uk/</p>	<p>https://scratch.mit.edu/</p>