

**Class: Year 5**

| Unit  |   |   |
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| <b>Aut 1</b><br><b>Unit title:</b><br>Word Processing | <u><b>National Curriculum coverage</b></u><br>- 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<br>- use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content<br>- 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 | <u><b>Key computing skills</b></u> <ul style="list-style-type: none"> <li>• To format text in a new Pages document and then save it.</li> <li>• To learn how to edit text and apply more advanced formatting.</li> <li>• To learn how to adjust the layout of a Pages document.</li> <li>• To learn how to insert and format images in Pages.</li> <li>• To use tables in Pages to organise information.</li> <li>• To combine Pages skills to create and review a factsheet.</li> </ul>  |
| <b>Aut 2</b><br><b>Unit title:</b><br>Spreadsheets    | <u><b>National Curriculum coverage</b></u><br>- 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<br>- use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content<br>- 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 | <u><b>Key computing skills</b></u> <ul style="list-style-type: none"> <li>• To refresh and extend understanding of formulae and functions from previous learning.</li> <li>• To use formulae in 2Calculate to convert measurements between different units.</li> <li>• To use 2Calculate to create and interpret line graphs that show how data changes over time.</li> <li>• To analyse weather data by using spreadsheets to identify patterns.</li> <li>• To use spreadsheets to plan and budget for an event.</li> <li>• To use a spreadsheet to plan a holiday.</li> </ul>           |
| <b>Spr 1</b><br><b>Unit title:</b><br>Coding          | <u><b>National Curriculum coverage</b></u><br>- design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts<br>- use sequence, selection, and repetition in programs; work with variables and various forms of input and output<br>- use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs  | <u><b>Key computing skills</b></u> <ul style="list-style-type: none"> <li>• To understand some ways that code can be simplified so that it is easier to read and runs more efficiently.</li> <li>• To program a computer simulation using 2Code.</li> <li>• To know what decomposition and abstraction are in Computer Science.</li> <li>• To understand what a function is and how functions work in code.</li> <li>• To understand what datatypes are and how they are used when coding with variables.</li> <li>• To read code, predict outcomes and identify and fix bugs.</li> </ul> |
| <b>Spr 2</b><br><b>Unit title:</b><br>Databases       | <u><b>National Curriculum coverage</b></u><br>- 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<br>- use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content<br>- 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 | <u><b>Key computing skills</b></u> <ul style="list-style-type: none"> <li>• To understand what a database is.</li> <li>• To design and create a database.</li> <li>• To build queries to find information.</li> <li>• To solve problems using a database.</li> </ul>  |
| <b>Sum 1</b><br><b>Unit title:</b><br>Quizzing        | <u><b>National Curriculum coverage</b></u><br>- 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   | <u><b>Key computing skills</b></u> <ul style="list-style-type: none"> <li>• To explore different types of quizzes and identify their features, strengths and weaknesses.</li> </ul>   |

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|  | <p>- use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content</p> <p>- 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</p>  | <ul style="list-style-type: none"> <li>• To explore the features of 2Quiz and experiment with creating quiz questions.</li> <li>• To explore additional features of quizzes, such as title screens and content pages.</li> <li>• To apply knowledge of 2Quiz to design an educational quiz based on a chosen topic.</li> <li>• To be able to refine, test and share completed quizzes.</li> </ul> |
| <p><b>Term 6</b><br/><b>Unit title:</b><br/>Game<br/>Creator</p> | <p><b><u>National Curriculum coverage</u></b></p> <p>- design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts</p> <p>- use sequence, selection, and repetition in programs; work with variables and various forms of input and output</p> <p>- use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs</p> <p>- 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</p> | <p><b><u>Key computing skills</u></b></p> <ul style="list-style-type: none"> <li>• To evaluate the features of a successful video game.</li> <li>• To plan a game in 2DIY3D.</li> <li>• To design and use game sprites.</li> <li>• To add features to a game world and check playability.</li> <li>• To evaluate games created by others.</li> </ul>  |

