

### Year 5 computing curriculum

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<b>E-safety unit to be taught for first computing lesson each half term</b>	Online bullying	Privacy and security	Self image and identity	Online reputation	Health and wellbeing	Copyright and ownership
<b>Computing unit</b>	Computing systems and networks : sharing information	Creating media- video editing	Micro bit	Programming : selection in quizzes	Creating Vector drawings	Fact File Databases
<b>Main curriculum coverage</b>	<a href="https://teachcomputing.org/curriculum/key-stage-2/computing-systems-and-networks-sharing-information">https://teachcomputing.org/curriculum/key-stage-2/computing-systems-and-networks-sharing-information</a>	<a href="https://teachcomputing.org/curriculum/key-stage-2/creating-media-video-editing">https://teachcomputing.org/curriculum/key-stage-2/creating-media-video-editing</a>	Kapow	<a href="https://teachcomputing.org/curriculum/key-stage-2/programming-b-selection-in-quizzes">https://teachcomputing.org/curriculum/key-stage-2/programming-b-selection-in-quizzes</a>	<a href="https://teachcomputing.org/curriculum/key-stage-2/creating-media-vector-drawing">https://teachcomputing.org/curriculum/key-stage-2/creating-media-vector-drawing</a>	<a href="https://teachcomputing.org/curriculum/key-stage-2/data-and-information-flat-file-databases">https://teachcomputing.org/curriculum/key-stage-2/data-and-information-flat-file-databases</a>
	To explain that computers can be connected together to form systems	To explain what makes a video effective	To tinker with the micro:bit	To explain how selection is used in computer programs	To identify that drawing tools can be used to produce different outcomes	To use a form to record information
	To recognise the role of computer systems in our lives	To use a digital device to record video	To programme an animation	To relate that a conditional statement connects a condition to an outcome	To create vector drawing by combining shapes	To compare paper and computer based databases
	To recognise how information is transferred over the internet	To capture video using a range of techniques	To record a polling program	To explain how selection directs the flow of a program	To use tools to achieve desired effect	To outline how grouping and then sorting data allows us to answer questions
	To explain how sharing information online lets people in different places work together	To create a storyboard	To programme a pedometer	To design a program which uses selection	To recognise that vector drawings consist of layers	To explain that tools can be used to select specific data
	To contribute to shared projects online	To identify that video can be improved through reshooting and editing	To programme a scoreboard	To create a program which uses selection	To group objects to make them easier to work with	To explain that computer programs can be used to compare data visually
	To evaluate different ways of working together online	To consider the impact of the choices made when making and sharing video		To evaluate my program	To evaluate my vector drawings	To apply my knowledge of a database to ask and answer real-world questions.