

### Programming

- To control a simple circuit connected to a computer
- To write a program that includes count-controlled loops
- To explain that a loop can stop when a condition is met
- To explain that a loop can be used to repeatedly check whether a condition has been met
- To design a physical project that includes selection
- To create a program that controls a physical computing project
- To explain how selection is used in computer programs
- To relate that a conditional statement connects a condition to an outcome
- To explain how selection directs the flow of a program
- To design a program which uses selection
- To create a program which uses selection
- To evaluate my program

### Computing Systems and Networks

- To explain that computers can be connected together to form systems
- To recognise the role of computer systems in our lives
- To recognise how information is transferred over the internet
- To explain how sharing information online lets people in different places work together
- To contribute to a shared project online
- To evaluate different ways of working together online

# Year 5

### Data and Information

- To use a form to record information
- To compare paper and computer-based databases
- To outline how grouping and then sorting data allows us to answer questions
- To explain that tools can be used to select specific data
- To explain that computer programs can be used to compare data visually
- To apply my knowledge of a database to ask and answer real-world questions

### Creating Media

- To identify that drawing tools can be used to produce different outcomes
- To create a vector drawing by combining shapes
- To use tools to achieve a desired effect
- To recognise that vector drawings consist of layers
- To group objects to make them easier to work with
- To evaluate my vector drawing
- To explain what makes a video effective
- To identify digital devices that can record video
- To capture video using a range of techniques
- To create a storyboard
- To identify that video can be improved through reshooting and editing
- To consider the impact of the choices made when making and sharing a video