SJS Guide to Year 5 Computing

Teach
Computing

	Computing Systems and Networks	Creating Media	Programming A	Data and Information	Creating Media	Programming B
Unit	Sharing Information	Video Editing	Selection in Physical Computing	Flat-File Databases	Vector Drawing	Selection in Quizzes
Description	Identifying and exploring how information is shared between digital systems.	Planning, capturing, and editing video to produce a short film.	Exploring conditions and selection using a programmable microcontroller.	Using a database to order data and create charts to answer questions.	Creating images in a drawing program by using layers and groups of objects.	Exploring selection in programming to design and code an interactive quiz.
Computer⬜/ Tablet⬜	⬜	⬜	⬜	⬜	⬜	⬜
Software / Hardware	Microsoft PPT or Google Slides	Microsoft Photos	Crumble Controller Kit	J2data	Google Drawing or Microsoft PPT	Scratch
Evidence / Assessment	Photographic and Saved Work / Quiz	Photographic and Saved Work / Rubric	Photographic / Rubric	Photographic / Quiz	Photographic and Saved Work / Rubric	Photographic and Saved Work / Quiz
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.			✓			✓
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.		✓		✓		
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.	✓	✓	✓	✓	✓	✓
Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact	✓	✓				