



Computing – Year 5 Overview

Year 5	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6
Term 1	<p>Computing systems and networks – Systems & Searching</p> <p>Lesson 1:</p> <p>LO: To explain that computers can be connected together to form systems.</p> <p>KS2: NC Aims 1, 2, 4, 6</p>	<p>Computing systems and networks – Systems & Searching</p> <p>Lesson 2:</p> <p>LO: To recognise the role of computer systems in our lives.</p> <p>KS2: NC Aims 1, 2, 4, 6</p>	<p>Computing systems and networks – Systems & Searching</p> <p>Lesson 3:</p> <p>LO: To experiment with search engines.</p> <p>KS2: NC Aims 1, 2, 4, 6</p>	<p>Computing systems and networks – Systems & Searching</p> <p>Lesson 4:</p> <p>LO: To describe how search engines select results.</p> <p>KS2: NC Aims 1, 2, 4, 6</p>	<p>Computing systems and networks – Systems & Searching</p> <p>Lesson 5:</p> <p>LO: To explain how search results are ranked.</p> <p>KS2: NC Aims 1, 2, 4, 6</p>	<p>Computing systems and networks – Systems & Searching</p> <p>Lesson 6:</p> <p>LO: To recognise why the order of results is important, and to whom.</p> <p>KS2: NC Aims 1, 2, 4, 6</p>
Term 2	<p>Creating media – Video Production</p> <p>Lesson 1:</p> <p>LO: To explain what makes a video effective.</p> <p>KS2: NC Aims 5, 6, 7</p>	<p>Creating media – Video Production</p> <p>Lesson 2:</p> <p>LO: To identify digital devices that can record video.</p> <p>KS2: NC Aims 5, 6, 7</p>	<p>Creating media – Video Production</p> <p>Lesson 3:</p> <p>LO: To capture video using a range of techniques.</p> <p>KS2: NC Aims 5, 6, 7</p>	<p>Creating media – Video Production</p> <p>Lesson 4:</p> <p>LO: To create a storyboard.</p> <p>KS2: NC Aims 5, 6, 7</p>	<p>Creating media – Video Production</p> <p>Lesson 5:</p> <p>LO: To identify that video can be improved through reshooting and editing.</p>	<p>Creating media – Video Production</p> <p>Lesson 6:</p> <p>LO: To consider the impact of the choices</p>

					KS2: NC Aims 5, 6, 7	when making and sharing a video. KS2: NC Aims 5, 6, 7
Term 3	<p>Programming A – Selection in physical computing.</p> <p>Lesson 1:</p> <p>LO: To control a simple circuit connected to a computer.</p> <p>KS2: NC Aims 1, 2, 3, 6</p>	<p>Programming A – Selection in physical computing.</p> <p>Lesson 2:</p> <p>LO: To write a program that includes count-controlled loops.</p> <p>KS2: NC Aims 1, 2, 3, 6</p>	<p>Programming A – Selection in physical computing.</p> <p>Lesson 3:</p> <p>LO: To explain that a loop can stop when a condition is met.</p> <p>KS2: NC Aims 1, 2, 3, 6</p>	<p>Programming A – Selection in physical computing.</p> <p>Lesson 4:</p> <p>LO: To explain that a loop can be used to repeatedly check whether a condition has been met.</p> <p>KS2: NC Aims 1, 2, 3, 6</p>	<p>Programming A – Selection in physical computing.</p> <p>Lesson 5:</p> <p>LO: To design a physical project that includes selection.</p> <p>KS2: NC Aims 1, 2, 3, 6</p>	<p>Programming A – Selection in physical computing.</p> <p>Lesson 6:</p> <p>LO: To create a program that controls a physical computing project.</p> <p>KS2: NC Aims 1, 2, 3, 6</p>
Term 4	<p>Data and information – Flat-file databases.</p> <p>Lesson 1: Creating a paper-based database</p> <p>LO: To choose a form to record information.</p> <p>KS2: NC Aims 5, 6</p>	<p>Data and information – Flat-file databases.</p> <p>Lesson 2: Computer databases</p> <p>LO: To compare and computer-based databases.</p> <p>KS2: NC Aims 5, 6</p>	<p>Data and information – Flat-file databases.</p> <p>Lesson 3: Using a database</p> <p>LO: To outline how you can answer questions by grouping and then sorting data.</p> <p>KS2: NC Aims 5, 6</p>	<p>Data and information – Flat-file databases.</p> <p>Lesson 4: Using search tools</p> <p>LO: To explain that tools can be used to select specific data.</p> <p>KS2: NC Aims 5, 6</p>	<p>Data and information – Flat-file databases.</p> <p>Lesson 5: Comparing data visually</p> <p>LO: To explain that computer programs can be used to compare data visually.</p>	<p>Data and information – Flat-file databases.</p> <p>Lesson 6: Databases in real life</p> <p>LO: To use a real-world databases to answer questions.</p>



					KS2: NC Aims 5, 6	KS2: NC Aims 5, 6
Term 5	<p>Creating media – Introduction to vector graphics.</p> <p>Lesson 1:</p> <p>LO: To identify that drawing tools can be used to produce different outcomes.</p> <p>KS2: NC Aims 6</p>	<p>Creating media – Introduction to vector graphics.</p> <p>Lesson 2:</p> <p>LO: To create a vector drawing by combining shapes.</p> <p>KS2: NC Aims 6</p>	<p>Creating media – Introduction to vector graphics.</p> <p>Lesson 3:</p> <p>LO: To use tools to achieve a desired effect.</p> <p>KS2: NC Aims 6</p>	<p>Creating media – Introduction to vector graphics.</p> <p>Lesson 4:</p> <p>LO: To recognise that vector drawings consist of layers.</p> <p>KS2: NC Aims 6</p>	<p>Creating media – Introduction to vector graphics.</p> <p>Lesson 5:</p> <p>LO: To group objects to make them easier to work with.</p> <p>KS2: NC Aims 6</p>	<p>Creating media – Introduction to vector graphics.</p> <p>Lesson 6:</p> <p>LO: To apply what I have learned about vector drawings.</p> <p>KS2: NC Aims 6</p>
Term 6	<p>Programming B – Selection in quizzes.</p> <p>Lesson 1:</p> <p>LO: To explain how selection is used in computer programs.</p> <p>KS2: NC Aims 1, 2, 3, 6</p>	<p>Programming B – Selection in quizzes.</p> <p>Lesson 2:</p> <p>LO: To relate that a conditional statement connects a condition to an outcome.</p> <p>KS2: NC Aims 1, 2, 3, 6</p>	<p>Programming B – Selection in quizzes.</p> <p>Lesson 3:</p> <p>LO: To explain how selection directs the flow of a program.</p> <p>KS2: NC Aims 1, 2, 3, 6</p>	<p>Programming B – Selection in quizzes.</p> <p>Lesson 4:</p> <p>LO: To design a program which uses selection.</p> <p>KS2: NC Aims 1, 2, 3, 6</p>	<p>Programming B – Selection in quizzes.</p> <p>Lesson 5:</p> <p>LO: To create a program which uses selection.</p> <p>KS2: NC Aims 1, 2, 3, 6</p>	<p>Programming B – Selection in quizzes.</p> <p>Lesson 6:</p> <p>LO: To evaluate my Program.</p> <p>KS2: NC Aims 1, 2, 3, 6</p>