Computing Curriculum Planner: Year 5

Autumn	Spring	Summer

e-Safety- planned within PSHE / Citizenship
using Somerset BYTE Awards

I am kind and responsible

Agree class internet rules based on personal responsibilities.
Include cyberbullying messages in Anti-bullying week.

e-Safety- planned within PSHE / Citizenship
using Somerset BYTE Awards

I am safe

Keep personal details private, consider who you are talking to online and make sure a trusted adult knows what you are doing online.
Use Safer Internet Day to focus on use of the internet and different technologies.

e-Safety – planned within PSHE / Citizenship
using Somerset BYTE Awards

I am healthy

Consider age-appropriate and healthy use of technology.
Include consideration of time spent using technology and recognition of appropriate websites and games in Health week.

Programming 1 - CORE

Year 5 Scratch My Roman Numerals 5 sessions

- Review knowledge of Scratch
- Use Scratch to help count in number sequences
- Create a program that counts in number sequences
- Record voices to add to Scratch counting program
- Create a program to count in Roman numerals
- Combine counting programs

Handling Data 1 – CORE

Year 5 Discovering My Solar System 4 sessions

- Collect, record and analyse data about planets using 2Investigate
- Interrogate each other's databases

TIOL 1 - CORE

Year 5 Improve My Web Detective Skills 3 sessions

- Consider the difference between the Internet and the World Wide Web and how they are linked
- Discuss how information online may not be accurate or reliable
- Create a checklist to ensure that the information they are using is accurate

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Multimedia 1 – CORE

Year 5 Presenting My Persuasion 5 sessions

- Consider what makes a presentation interesting
- Design a presentation to persuade an audience about a particular viewpoint or argument
- Compare two presentation tools
- Make a presentation on a topic to support learning

TIOL 2 – CHOICE

Year 5 Exploring My World
2 sessions

- Explore the world using Google Earth and look at the layers of information contained in the tool
- Create and record a virtual tour from their home to school and another destination
- Create a presentation about their dream destination

Programming 3 – CHOICE

Year 5 Discovery Coding
4 sessions

Programming 4 – CHOICE

Year 5 Ping My Scratch Game 6 sessions

- Make sprite move using a limited number of blocks
- Make a Maths Cat that solves number puzzles
- Use Scratch to create a Ping Pong game, controlling two sprites and including variables and sounds in their program

Handling Data 2 – CHOICE

Year 5 Measuring Rainfall and My Water Usage
3 sessions

- Explore data to conserve water
- Learn about computer modelling
- Produce chart to show rainfall and interpret graph about animals

Multimedia 3 – CHOICE

Year 5 My Sound, My Mood
2 sessions

- Discuss how music affects our impression of a video clip and the way we feel
- Create a piece of music to accompany fictional writing and add atmosphere
- Find sound effects to add to a piece of writing
- Record story and combine narration with sound

Basic Skills
(to support my learning across the curriculum)

- Use a secure personal log in for a variety of online resources
- Combine appropriate apps through the use of the camera roll on a tablet
- Combine software to achieve effective outcomes.
- Work collaboratively on documents and presentations
- Create hyperlinks within and between documents
- Identify three online sources to check information
- Use keyboard to confidently input text, characters and numbers
- Use bullet points
- Add text boxes
- Move, resize and rotate shapes, text and pictures
- Use common keyboard shortcuts on laptops and PCs

Additional unplugged activities to reinforce computational thinking

2D Shape Drawing
(40 minutes)

- Follow an algorithm to draw pictures constructed from 2D shapes.
- The algorithms they follow will include errors and children will use logical reasoning to detect and correct these.

Sign up free to Barefoot Computing.

Robotic Paper Cups
(50 minutes)

- Children split into groups
- 'Robot' from each group set a different task outside classroom
- Groups create algorithm and program for cup stack
- 'Robot' is programmed to build stack

WESSEX TEACHING SCHOOL