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| **Computing Overview Year 5** | | | | | |
| **Autumn 1** | **Autumn 2** | **Spring 1** | **Spring 2** | **Summer 1** | **Summer 2** |
| Systems and Searching   1. To explain that computers can be connected together to form systems. 2. To recognise the role of computer systems in our lives. 3. To identify how to use a search engine. 4. To describe how search engines select results. 5. To explain how search results are ranked. 6. To recognise why the order of results is important, and to whom. | Video Production   1. To explain what makes a video effective.  To use a digital device to record video.  1. To capture video using a range of techniques. 2. To create a storyboard.  To identify that video can be improved through reshooting and editing.  1. To consider the impact of the choices made when making and sharing a video. | Selection in Physical Computing   1. To control a simple circuit connected to a computer. 2. To write a program that includes count-controlled loops. 3. To explain that a loop can stop when a condition is met. 4. To explain that a loop can be used to repeatedly check whether a condition has been met. 5. To design a physical project that includes selection. 6. To create a program that controls a physical computing project. | Flat-File Databases   1. To use a form to record information. 2. To compare paper and computer-based databases. 3. To outline how you can answer questions by grouping and then sorting data. 4. To explain that tools can be used to select specific data. 5. To explain that computer programs can be used to compare data visually. 6. To use a real-world database to answer questions. | Intro to Vector Graphics   1. To identify that drawing tools can be used to produce different outcomes. 2. To create a vector drawing by combining shapes. 3. To use tools to achieve a desired effect. 4. To recognise that vector drawings consist of layers. 5. To group objects to make them easier to work with. 6. To apply what I have learned about vector drawings. | Selection in Quizzes   1. To explain how selection is used in computer programs. 2. To relate that a conditional statement connects a condition to an outcome. 3. To explain how selection directs the flow of a program. 4. To design a program that uses selection. 5. To create a program that uses selection. 6. To evaluate my program. |