



**Computing Curriculum Overview Year B Class 5**

	<b>Autumn 1</b>	<b>Autumn 2</b>	<b>Spring 1</b>	<b>Spring 2</b>	<b>Summer 1</b>	<b>Summer 2</b>
<b>Knowledge</b>	<p><b>ONLINE SAFETY Twinkl Y6</b> To find similarities and differences between in-person and cyberbullying. To identify good strategies to deal with cyberbullying. To understand the benefits and pitfalls of online relationships.</p> <p><b>NETWORKS PM 6.6</b> To learn about what the Internet consists of. To find out what a LAN and a WAN are. To find out how the Internet is accessed in school. To think about what the future might hold.</p>	<p><b>SCRATCH Twinkl Y6</b> To plan a sequence of events to create a story narrative.</p>	<p><b>SPREADHSEETS PM5.3 (including experience with Google Sheets)</b></p>	<p><b>TEXT ADVENTURES PM 6.5</b> To find out what a text adventure is. To read and understand given code for a text adventure game.</p>	<p><b>3D MODELLING PM 5.6</b> To be introduced to 2Design and Make and the skills of computer aided design.</p>	<p><b>RADIO STATION Twinkl Y5</b> To research and plan digital content for a radio podcast. To present and evaluate audio content.</p>
<b>Skills</b>	<p><b>ONLINE SAFETY Twinkl Y6</b> To identify secure websites by identifying privacy seals of approval. To identify information that I should never share.</p> <p><b>NETWORKS PM 6.6</b> To research and find out about the age of the Internet.</p>	<p><b>SCRATCH Twinkl Y6</b> To create appropriate animations. To structure and control the timing of events. To control when sprites are visible. To sequence events to create a story narrative. To add voice sounds to enhance an animated story.</p>	<p><b>SPREADHSEETS PM 5.3 (including experience with Google Sheets)</b> To use formulae within a spreadsheet to convert measurements of length and distance. To use the count tool to answer hypotheses about common letters in use. To use a spreadsheet to model a real-life problem.</p>	<p><b>TEXT ADVENTURES PM 6.5</b> To use 2Connect to plan a story adventure. To make a story-based adventure using 2Create a Story. To debug and improve a text adventure game.</p>	<p><b>3D MODELLING PM 5.6</b> To explore the effect of moving points when designing. To design a 3D Model to fit certain criteria. To refine and print a model.</p>	<p><b>RADIO STATION Twinkl Y5</b> To use software to create own sounds by recording, editing and playing. To combine audio effects to create an original radio jingle. To use software to create and present digital content for a radio podcast.</p>



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			<p>To use formulae to calculate area and perimeter of shapes.</p> <p>To create formulae that use text variables.</p> <p>To use a spreadsheet to help plan a school cake sale.</p>			<p>To design and record a persuasive radio advert for a product or service.</p>
<b>Vocabulary</b>	<p><b>NETWORKS PM 6.6</b></p> <p>Hub/Switch</p> <p>Internet</p> <p>Local area network (LAN)</p> <p>Network</p> <p>Router</p> <p>Wide area network (WAN)</p> <p>Wi-Fi</p> <p>World Wide Web</p>	<p><b>SCRATCH Twinkl Y6</b></p> <p>Algorithm</p> <p>Backdrop</p> <p>Broadcast</p> <p>Hide</p> <p>Iteration</p> <p>Project</p> <p>Repeat</p> <p>Receive</p> <p>Record</p> <p>Sequence</p> <p>Show</p> <p>Sounds</p> <p>Transition</p> <p>Wait</p>	<p><b>SPREADHSEETS PM 5.3</b> (including experience with Google Sheets)</p> <p>Spreadsheet</p> <p>Rows</p> <p>Columns</p> <p>Data</p> <p>Format</p> <p>Formula</p> <p>Formula bar</p> <p>Formula wizard</p> <p>Advance mode</p> <p>'How many?' tool</p> <p>Totalling tool</p> <p>Variable</p>	<p><b>TEXT ADVENTURES PM 6.5</b></p> <p>Text-based adventure</p> <p>Debug/debugging</p> <p>Sprite</p> <p>Selection</p> <p>Function</p> <p>Flow of control</p> <p>Step through</p>	<p><b>3D MODELLING PM 5.6</b></p> <p>2D</p> <p>3D</p> <p>3D Printing</p> <p>CAD – Computer Aided</p> <p>Design</p> <p>Design Brief</p> <p>Net</p> <p>Points</p> <p>Template</p> <p>Pattern fill</p>	<p><b>RADIO STATION Twinkl Y5</b></p> <p>Play</p> <p>Stop</p> <p>Record</p> <p>Skip</p> <p>Digital content</p> <p>Mute</p> <p>Gain</p> <p>Podcast</p> <p>Output</p> <p>Input</p> <p>Sound</p> <p>Download</p> <p>Jingle</p> <p>Audio</p> <p>Waveform</p> <p>Voiceover</p> <p>Edit</p>



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