Computing Curriculum Overview Year A Class 5

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Knowledge	**ONLINE SAFETY 6.2** To review the meaning of a digital footprint. To have a clear idea of appropriate online behaviour. To begin to understand how information online can persist. To understand the importance of balancing game and screen time with other parts of their lives. **BINARY PM 6.8** To understand that binary represents numbers using 1s and 0s and these represent the on and off electrical states respectively in hardware and robotics.	**CODING PM 6.1** To understand how the launch command works. To understand how functions are created and called. To understand how user input can be used in a program. To understand how 2Code can be used to make a text-adventure game.	**SPREADSHEETS PM 6.3 (+ 6.9 EXCEL)** To understand the purpose and uses of spreadsheets. To recognise the features of common spreadsheet tools e.g. Google Sheets, Excel.	**BLOGGING PM 6.4** To identify the purpose of writing a blog. To identify the features of a successful blog. To understand how and why blog posts are approved by the teacher.	**QUIZZING PM 6.7** To learn how to use the question types within 2Quiz. To explore the grammar quizzes.	**FILM MAKING - TWINKL Y6** To understand how to use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content. To understand computer networks including the internet and the opportunities they offer for communication and collaboration.
Skills	**ONLINE SAFETY 6.2** To identify benefits and risks of mobile devices broadcasting the location of the user/device. To identify the benefits and risks of giving personal information. To identify secure sites by looking for privacy seals of approval.	**CODING PM 6.1** To design a playable game with a timer and a score. To plan and use selection and variables. To use functions and understand why they are useful. To use flowcharts to create and debug code.	**SPREADSHEETS PM 6.3 (+ 6.9 EXCEL)** To use a spreadsheet to investigate the probability of the results of throwing many dice. To use a spreadsheet to calculate the discount and final prices in a sale. To use a spreadsheet to plan how to spend	**BLOGGING PM 6.4** To plan the theme and content for a blog. To understand how to write a blog and a blog post. To consider the effect upon the audience of changing the visual properties of the blog. To understand how to contribute to an existing blog.	**QUIZZING PM 6.7** To create a picture-based quiz for young children. To make a quiz that requires the player to search a database. To make a quiz to test your teachers or parents.	**FILM MAKING - TWINKL Y6** To use appropriate software and other tools effectively to write a film script. To locate and check appropriate digital content, and provide accurate crediting of sources. To use digital recording devices to film and

	To identify the positive and negative influences of technology on health and the environment. **BINARY PM 6.8** To examine how whole numbers are used as the basis for representing all types of data in digital systems. To recognise that digital systems represent all types of data using number codes that ultimately are patterns of 1s and 0s (called binary digits, which is why they are called digital systems).	To create a simulation of a room in which devices can be controlled.	pocket money and the effect of saving money. To use a spreadsheet to plan a school charity day to maximise the money donated to charity.	To understand the importance of commenting on blogs.		import into video editing software. To plan, conduct and import video interviews as part of a short film. To use video editing software to create a short film. To use video editing software to turn a film project into a finished movie and present it.
Vocabulary	**ONLINE SAFETY 6.2** Data analysis Digital footprint Inappropriate Location sharing Password PEGI rating Phishing Print Screen Screen time Secure websites Spoof **BINARY PM 6.8** Base 2 Base 10 Bit Nibble - 4 bits Byte - 8 bits Kilobyte (KB) - 1024 bytes	**CODING PM 6.1** Action Algorithm Command Co-ordinates Decomposition Debug/Debugging Event Execute\Run Flowchart Function Input Launch Command Object Output Predict Procedure Properties Repeat	**SPREADSHEETS PM 6.3** **(+ 6.9 EXCEL)** Spreadsheet Rows Columns Data Formula Chart Dice Tool Format Cell Formula Bar Formula Wizard	**BLOGGING PM 6.4** Approval Archive Blog Blog post Collaborate Commenting Vlog	**QUIZZING PM 6.7** Audience Audio Case-Sensitive Clone Cloze Preview Quiz	**FILM MAKING - TWINKL Y6** Documentary Film Production Pre-production Post-production Interview Improvise Location Prop Copyright Source Shot Angle Close-up Frame Zoom Import Convert

Megabyte (MB) - 1024 KB Gigabyte (GB) - 1024 MB Terabyte (TB) - 1024 GB Digit Integer Machine code Switch Transistor Variable	Repeat Until Selection Sequence Simulation Tab Timer Variable				Screening Upload