

Year 5 Computing

Areas of Learning

- select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of projects
- design, write and debug programs that accomplish specific goals
- use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs
- understand computer networks including the internet; how they can provide multiple services, such as the world wide web
- use search technologies effectively, appreciate how results are selected and ranked
- use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.

Approaches to learning

- Use a multimedia authoring program to organise, refine and present information for a specific audience.
- Create a range of hyperlinks to produce a non-linear presentation.
- create a simple spreadsheet model, enter formulae for the four operations and use functions like SUM, AVERAGE, MAX, MIN.
- Create games gaining a practical understanding of basic coding concepts.
- Learn how to sequence instructions, write procedures, and utilize loops along the way in self-guided activities.

Examples of learning

- Create a presentation about a focus location- Create an interactive map by linking spots with hyperlinks to information pages.
- Design and use a spreadsheet to solve a problem by changing variables.
- Create a game in Scratch using conditional statements, loops, variables and broadcast messages.
- Play on-line games such as *Lightbot* that asks players to use programming logic to solve puzzles.
- Watch video on e-safety and discuss.

References

Primary Curriculum 2014: <http://www.primarycurriculum.me.uk/ks2/computing>