

Computing Learning Sequence Document - Year 5/6 - 2023/2024



Term	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Topic	Systems and searching (5.1)	Flat file databasing (5.4)	Introduction to spreadsheets (6.4)	Vector Drawing (5.5)	Creating media – Video editing (5.2)	Creating media – Web page creation (6.2)
Learning Outcomes	Recognising IT systems around us and how they allow us to search the internet.	Using a database to order data and create charts to answer questions.	Answering questions by using spreadsheets to organise and calculate data.	Creating images in a drawing program by using layers and groups of objects.	Planning, capturing, and editing video to produce a short film.	Designing and creating webpages, giving consideration to copyright, aesthetics, and navigation.
Computing Knowledge NC Focus:	<p>Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.</p> <p>Understand computer networks, including the internet; how they can provide multiple services, such as the World Wide Web, and the opportunities they offer for communication and collaboration</p> <p>Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.</p>	<p>Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content.</p> <p>Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.</p>	<p>Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.</p> <p>Use sequence, selection, and repetition in programs; work with variables and various forms of input and output.</p> <p>Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.</p> <p>Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.</p>	<p>Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.</p>	<p>Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content.</p> <p>Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.</p> <p>Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.</p>	<p>Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content.</p> <p>Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.</p> <p>Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.</p>
Prior learning:	Connecting computers (3.1) The Internet (4.1) Staying safe online	Branching databases (3.4)	Flat file databasing (5.4)	Digital painting (1.2)	Photo Editing (4.5)	Creating media – Video editing (5.2)
Sequence of learning:	To explain that computers can be connected together to form systems	To use a form to record information	To identify questions which can be answered using data	To identify that drawing tools can be used to produce different outcomes	To explain what makes a video effective	To review an existing website and consider its structure
	To recognise the role of computer systems in our lives	To compare paper and computer-based databases	To explain that objects can be described using data	To create a vector drawing by combining shapes	To identify digital devices that can record video	To plan the features of a web page
	To recognise how information is transferred over the internet	To outline how grouping and then sorting data allows us to answer questions	To explain that formulas can be used to produce calculated data	To use tools to achieve a desired effect	To capture video using a range of techniques	To consider the ownership and use of images (copyright)
	To explain how sharing information online lets people in different places work together	To explain that tools can be used to select specific data	To apply formulas to data, including duplicating	To recognise that vector drawings consist of layers	To create a storyboard	To recognise the need to preview pages
	To contribute to a shared project online	To explain that computer programs can be used to compare data visually	To create a spreadsheet to plan an event	To group objects to make them easier to work with	To identify that video can be improved through reshooting and editing	To outline the need for a navigation path
	To evaluate different ways of working together online	To apply my knowledge of a database to ask and answer real-world questions	To choose suitable ways to present data	To evaluate my vector drawing	To consider the impact of the choices made when making and sharing a video	To recognise the implications of linking to content owned by other people
End Point:	Children will understand how to stay safe in a connected world. Children will understand how data can be shared via the internet.	Children will create a searchable database.	Children will understand how to use a spread sheet application.	Children will create a digital piece of art using vector art.	Children will produce a short film.	Children will create a webpage celebrating their time at the school.
Class Topic	The First World War – We will always remember the fallen.	The First World War – We will always remember the fallen.	Allotment	Allotment	Hola Mexico	Hola Mexico
Linking to the Class topic – Suggestions		<i>Create a database of Battles</i>	<i>Create a spreadsheet to record plant growth</i>	<i>Create a digital image of a garden</i>	<i>Create a film about Mexico</i>	<i>Create a webpage about Mexico.</i>