

Computing	Class 5	
Autumn Term	Spring Term	Summer Term
<p><u>Analysing data</u> Looking at information for topic using a variety of sources Recap of safe internet use – what to do if searches bring inappropriate results Compare information on same topic Recording and presenting information Evaluating differences in data and presenting potential reasons for differences <i>(Software – Internet browsers, Microsoft Word, Pages (iPad), 2Simple2Investigate)</i></p> <p><u>Coding 1</u> Speed, Direction and co-ordinates Children will learn how computers use numbers to represent things such as how fast things are moving, and where they are Using various inputs to make objects move, speed up and slow down Using tablet accelerometers to control movement Recap conditional events Create an app with changes in speed and direction based upon controls and variables Debug programs that do not work in an expected way <i>(Software – Espresso Coding)</i></p>	<p><u>Coding 2</u> Random numbers and simulations Children will learn how computers can generate random numbers and how these can be used in simulations. Children will write sequences of code to make objects change direction randomly Write code where the actions of one object are dependent on an interaction with another Create an app with random numbers, movements and actions dependent on other events <i>(Software – Espresso Coding)</i></p> <p><u>Presenting Information</u> Using iPads to record video to present information as part of topic. Skills developed include storyboard to plan recordings, direction, recording, speaking and listening, video editing using Movie Maker. <i>(Software – Movie Maker on iPad)</i></p>	<p><u>Introduction to spreadsheets</u> (Maths link) Enter data Produce graphs to represent data Produce formulae for rules Use functions to work out answers Work out totals, averages and troubleshoot errors in formulae <i>(Software - 2Simple2Calculate, Microsoft Excel)</i></p> <p><u>Coding 3</u> Introduction to Scratch (full version) Learning basic commands in Scratch Making objects move when touched or keys pressed Introducing sound and speech Changing character images to create illusion of movement Moving objects to given coordinates Repeat commands <i>(Software – Scratch 2)</i></p>