



Computing			Year 5		
Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
<p><u>CS - Starting with Scratch - Scratch (4)</u> LI: To revisit scratch and complete an animation. LI: To add movement to your animation and place your animation into a game. LI: To develop your game further and introduce selection. LI: To develop your game further and introduce different variables and what impact they have.</p>	<p><u>IT - Can you finish my story? - J2e5, j2webby (2)</u> LI: To create a text presentation in J2e5 LI: To comment and collaborate on a text document.</p> <p><u>IT - Simply Delicious - Google Sheets (4)</u> LI: To revisit formulae - creating your own and checking others. LI: To create a spreadsheet using basic formulae. LI: To edit and develop your own spreadsheet and use it as a model for other options. LI: To continue using your spreadsheet as a model for other options using different scenarios.</p>	<p><u>DL - Design a poster - J2e5 (3)</u> LI: To be critical when researching online. LI: To choose a medium to present your facts collected about Charles Babbage using the 'Think' criteria. LI: To complete your poster or presentation and share and comment on others.</p> <p><u>CS - Searching Searching - Barefoot resources (2)</u> LI: To understand how a search engine and how websites are ranked. LI: To understand that search engines use sponsored links and adverts.</p> <p><u>Safer Internet Day - 11.02.2021</u></p>	<p><u>DL - Stop! Check! - Hoax sites, J2e5 or presentation software (2)</u> LI: To use a valid and a non-valid site to gather information. LI: To evaluate the suitability of a range of websites.</p> <p><u>DL - Internet scenario cards - Unplugged (1)</u> LI: To discuss online safety messages.</p>	<p><u>IT - Let's design in 3D! (3)</u> LI: To explore simple design tools within SketchUp Make. LI: To design a dream house using SketchUp Make. LI: To explore a range of different tools for effect (interior and exterior).</p> <p><u>IT - I can make an animation! - Animation software (4)</u> LI: To investigate animation and storyboard ideas. LI: To plan and create an animation. LI: To edit and improve an animation. LI: To showcase and reviews others animation.</p>	<p><u>CS - Logo shapes and patterns - J2code (4)</u> LI: To revisit the idea of repetition in procedures to draw various rectangles. LI: To revisit the ideas of variables and their impact on a program. LI: To explore embedding one procedure into another procedure. LI: To use a procedure to create a pattern.</p> <p><u>CS - Building a sustainable house - Website, Spreadsheet (2)</u> LI: To make a decision on a game option and set up a spreadsheet. LI: To produce a short report that includes evidence from their spreadsheet.</p>