Computing sequence of Learning Year 5

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 5	Topic – Information Technology: Knowledge & Understanding	Topic – Information Technology: Knowledge & Understanding	Topic – Information Technology: Knowledge & Understanding	Topic – Information Technology: Knowledge & Understanding	Topic - Computer Science: Programming concepts and controlling hardware	Topic - Computer Science: Programming concepts and controlling hardware
	IT Around us: Systems and searching	Digital Design: Video editing	Digital Design: Vector drawing	Data & Information: Flat-file databases	Controlling Hardware: Selection with Microbits	Programming Concepts: Selection in quizzes
	L1 – to explain that computers can be connected together to form systems. L2 – to recognise the role of computer systems in our lives. L3 – to experiment with search engines. L4 – to describe how search engines select results. L5 – to explain how search results are ranked. L6 – to recognise why the order of results is important, and to whom.	L1 – to understand the purpose of recorded video. L2 – to identify devices that record audio. L3 – to explore devices and begin to record video content. L4 – to investigate the features of an effective video. L5 – to import and edit video using an editing app. L6 – to evaluate and review video content.	L1 – to understand and create vector drawings comprised of lines and shapes. L2 – to resize, duplicate, rotate, align and colour objects in vector drawings. L3 – to use grouping and layers in vector drawing. L4 – to use learned skills to create a vector drawing for a specific purpose. To reflect on the skills used. To suggest and implement improvements to vector drawings.	L1 – to create, order, sort and group my cards in a data set. L2 – to navigate a flat-file database to compare different views of information. L3 – to combine grouping and sorting to answer specific questions. L4 – to outline how 'AND' and 'OR' can be used to refine data selection. L5 – to select an appropriate chart to visually compare data. L6 – to ask questions that will need more than one field to answer.	L1 – to read and write algorithms using selection. L2 – to code a micro:bit game using inputs, random numbers, variables and logic. ***Awaiting next lessons to be completed during Easter break.***	L1 – to explain how selection is used in computer programs. L2 – to relate that a conditional statement connects a condition to an outcome. L3 – to explain how selection directs the flow of a program. L4 – to design a program that uses selection. L5 – to create a program that uses selection.