

Computing sequence of Learning Year 5 2024 - 2025

	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 - Computer Science: Programming concepts and controlling hardware	Topic – Information Technology: Knowledge & Understanding	Topic - Computer Science: Programming concepts and controlling hardware
	IT Around us: Systems and searching	Digital Design: Vector drawing	Digital Design: Video editing	Controlling Hardware: Selection with Microbits	Data & Information: Flat-file databases	Programming Concepts: Selection in quizzes
	<p>L1 – to explain that computers can be connected together to form systems.</p> <p>L2 – to recognise the role of computer systems in our lives.</p> <p>L3 – to experiment with search engines.</p> <p>L4 – to describe how search engines select results.</p> <p>L5 – to explain how search results are ranked.</p> <p>L6 – to recognise why the order of results is important, and to whom.</p>	<p>L1 – to understand and create vector drawings comprised of lines and shapes.</p> <p>L2 – to resize, duplicate, rotate, align and colour objects in vector drawings.</p> <p>L3 – to use grouping and layers in vector drawing.</p> <p>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.</p>	<p>L1 – to understand the purpose of recorded video.</p> <p>L2 – to identify devices that record audio.</p> <p>L3 – to explore devices and begin to record video content.</p> <p>L4 – to investigate the features of an effective video.</p> <p>L5 – to import and edit video using an editing app.</p> <p>L6 – to evaluate and review video content.</p>	<p>L1 – to discover and use the radio functions on the Micro:bit.</p> <p>L2 – to code a game using inputs, random numbers and variables.</p> <p>L3 – to create a game on a Micro:bit that uses loop commands.</p> <p>L4 – to use a Micro:bit to collect sports science data.</p> <p>L5 – to write a program to use a Micro:bit as a digital assistant.</p>	<p>L1 – to create, order, sort and group my cards in a data set.</p> <p>L2 – to navigate a flat-file database to compare different views of information.</p> <p>L3 – to combine grouping and sorting to answer specific questions.</p> <p>L4 – to outline how ‘AND’ and ‘OR’ can be used to refine data selection.</p> <p>L5 – to select an appropriate chart to visually compare data.</p> <p>L6 – to ask questions that will need more than one field to answer.</p>	<p>L1 – to explain how selection is used in computer programs.</p> <p>L2 – to relate that a conditional statement connects a condition to an outcome.</p> <p>L3 – to explain how selection directs the flow of a program.</p> <p>L4 – to design a program that uses selection.</p> <p>L5 – to create a program that uses selection.</p>