



Curriculum Progression Map
St Mary and St Joseph's RC Primary School
Year 5 Computing



Computing Knowledge & Skills

<p style="text-align: center;">Drawing SketchUp or 2Design</p> <p>Draw 2D shapes and lines Draw simple 3D models Manipulate 2D shapes into 3D shapes Use a range of SketchUp tools including: shape, push, pull, orbit, pan, zoom, erase and fill</p>	<p style="text-align: center;">Presentation Skills Publisher</p> <p>Skills Can create text boxes can select different fonts and change colour and size Can insert images Can produce a leaflet or poster</p>	<p style="text-align: center;">Computer Networks</p> <p>Understand how we view web pages on the Internet Use search technologies effectively Understand that web spiders index the web for search engines Understand how pages are ranked in a search engine</p>	<p style="text-align: center;">Spreadsheets Excel</p> <p>Can create formulas to convert measurements Can use simple formulas that use different variables Can create a formula that will work out how many days there are in x nos of weeks and years Can use a spreadsheet to plan an event</p>	<p style="text-align: center;">Databases 2Investigate</p> <p>Can understand the different ways to search a database Can search a database to answer questions correctly Can design an avatar for a class database and entered information Create their own database on a topic Can add records to their database Know what a database field is and can correctly add field information</p>
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Computing Knowledge & Skills

ICT	Digital Literacy	Computer Science
<p>Skills Web design & eBook Creation Book Creator, Keynote, Wakelet, Adobe Spark page, Thnglink Create a new webpage with a chosen layout and format text in the webpage Can independently search for images that can be used in documents Insert and format an image in a webpage Independently create a hyperlink Can share a webpage so it can be viewed Use the advanced features of Google's web search</p> <p>Animation Puppetpals, ChatterPix Kids, Animate Anything, I Can Animate, iFunFace, Plotagon, Puppetmaster, Toontastic Record animations of different characters and edit them together to create an interview Add green screen effects to a stop motion animation Create flip book animation using digital drawings and export as a GIF or video</p> <p>Video Doink Greenscreen, iMovie, ShadowPuppets Edu, Adobe Spark Video, Videorama, Apple clips, Explain Everything Use cutaway and split screen tools in iMovie Improve green screen clips using crop & resize</p>	<p>Skills Can identify a dangerous spam email Understand why they should cite a source Can create multiple strong passwords using a set of rules. Know that not everything they see online is true Explain how to stay safe online using the SMART rules as guidance Can identify unsafe online behavior Know the advantages, disadvantages, permissions and purposes of altering an image / photograph digitally and the reasons for this To know how to cite all sources when researching and explain the importance of this</p>	<p>Skills Scratch Can move and edit blocks as part of an algorithm Program an algorithm as a sequence of game instructions with actions and consequences.</p> <p>2Code Can create code that conforms to their design Can write a program that simulates a physical system Can explain and set/change variables Can create loops using the timer and if/else statements Can include buttons and objects that launch windows to websites and programs Can code a program that informs others</p> <p>Computer Game Planner Can review and analyse a computer game Can begin the process of designing their own game Can design the setting and upload images / or drawing tools to create walls, floor and roof Design characters including animations and sounds Can write instructions for their game for others Evaluate own and peers games</p>

Sound

Can record and play their own sounds in recording software
Import an existing soundfile into recording software to play
Improve their own recordings
Combine 2 or more tracks to make a new recording.
Plan and record appropriate audio content.

Control Devices**Flowol**

Follow written instructions to draw a simple flowchart
Insert symbols into a flowchart
Add inputs into a flowchart
Identify conventional symbols, understanding the process
Create a program to control a simple sequence
Use decisions and subroutines
Program inputs and outputs

Vocabulary

Analyse, avatar, cropping, download, E-Safety, evaluate, password, resizing, software, upload
See NC list for words in teirs