## Year 5 Curriculum Map Computing

	Autumn Term 1	Autumn Term 2	Spring Term 1	Spring Term 2	Summer Term 1	Summer Term 2
Unit of Learning	Computing systems and networks - Systems and searching	Creating media - Video production	Programming A – Selection in physical computing	Data and information – Flat-file databases	Creating media – Introduction to vector graphics	Programming B – Selection in quizzes
Unit Focus	Understanding of computer systems and how information is transferred between systems and devices	Opportunity to learn how to create short videos	Use physical computing to explore the concept of selection in programming	How a flat-file database can be used to organise data in records	Learn how to use different drawing tools to help them create vector images	Develop the knowledge of selection by revisiting how conditions can be used in programs
Key Knowledge	To describe the input and output of a search engine To demonstrate that different search terms produce different results To evaluate the results of search terms	To explain the features of video as a visual media format To recognise the need to regularly review and reflect on a video project To use split, trim and crop to edit a video	To explain that a condition-controlled loop will stop when a condition is met To explain that a loop can be used to repeatedly check whether a condition has been met To explain the importance of instruction order in 'ifthenelse' statements	To explain that a computer program can be used to organise data To explain that computer programs can be used to compare data visually To explain that computer programs can be used to compare data visually	To identify that a vector drawing comprises separate objects To recognise that objects can be modified in groups To select one object or choices made	To explain that a condition can only be true or false To compare a count- controlled loop with a condition- controlled loop To explain the importance of instruction order in 'if then else' statements
SMSC	Wonder of instant communication	The speed and growth of knowledge	The speed and growth of knowledge	The speed and growth of knowledge	The speed and growth of knowledge	The speed and growth of knowledge
Experiences/CEIAG	Careers in computing	Careers in computing	Careers in computing	Careers in computing	Careers in computing	Careers in computing