

COMPUTING

Year group: 5/6

Term: Summer 2024-25



The children will have a weekly one-hour lesson in the Computing suite where they will develop their Information Technology, Computer Science and Digital Literacy skills using a range of apps and software packages. There will be additional and frequent opportunities to apply their IT skills across the curriculum and to learn how to stay safe online.

Prior knowledge

Children will know internet safety rules, including understanding different forms of communication and that personal information should not be shared online and that they must report anything concerning to a trusted adult. They will understand about trusted and appropriate content and sources of information. They will recognise the importance of balancing screen-time to assist mental and physical well-being.

They will be able to log on, load digital work, research information create some content,

They will be able to create a program using an algorithm following a timed sequence and will begun to debug simple programs.

National Curriculum Objectives

NC objectives

Use search technologies effectively and be discerning in evaluating digital content

Use sequence, selection, and repetition in programs; work with variables and various forms of input and output

Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information

Use technology safely, respectfully and responsibly; recognise acceptable and unacceptable behaviour; identify a range of ways to report concerns about content and contact. online technologies

By the end of this unit, I will be able to:

Coding

Plan a game.

Design and create the game environment.

Design and create the game quest.

Finish and share the game.

Self and peer evaluate.

Keeping Safe

Explain the benefits and limitations of using different types of search technologies e.g. voice-activation search engine. I can explain how some technology can limit the information I am presented with

Explain key concepts including: information, reviews, fact, opinion, belief, validity, reliability and evidence.

Explain what is meant by the term 'stereotype', how 'stereotypes' are amplified and reinforced online, and why accepting 'stereotypes' may influence how people think about others.

Describe how fake news may affect someone's emotions and behaviour, and explain why this may be harmful.

Give examples of content that is permitted to be reused and know how this content can be found online.

Explain what a strong password is and demonstrate how to create one.

Explain how many free apps or services may read and share private information (e.g. friends, contacts, likes, images, videos, voice, messages, geolocation) with others.

Explain what app permissions are and can give some examples.

Key vocabulary

digital device, editing, editing tools, generate, hardware, interpret, manipulating, parental controls, profile, privacy setting, sharing, social media, software, variable, concatenation, co-ordinates, decomposition, efficient, execute/run, friction, function, function object, launch command, output, physical system, print to screen, procedure, random, simulation, string, tabs, text adventure, text object, timer