COMPUTING

Year group: 5/6

Term: Spring 2023

Topic Overview

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 contact and sources of information. They will be aware of how to appropriately conduct themselves online.

They will be able to create digital content and open, edit, save and retrieve digital work.

They will be able to research information safely and effectively and present it digitally in a variety of formats.

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

National Curriculum Objectives

NC objectives

Use search technologies effectively and be discerning in evaluating digital content

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

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

Design, write and debug programs that accomplish specific goals; solve problems by decomposing them into smaller parts

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

Information Technology and Digital Literacy

To locate information on the search results page.

To use search effectively to find out information.

To identify secure sites by looking for privacy seals of approval.

To identify whether an information source is true and reliable

To present researched information in a multi media format to include text, images and hyperlinks

To identify the benefits and risks of giving personal information.

To review the meaning of a digital footprint.

To have a clear idea of appropriate online behaviour.

To begin to understand how information online can persist.

To understand the importance of balancing game and screen time with other parts of their lives.

To identify the positive and negative influences of technology on health and the environment

Computer Science

To find out what a text adventure is.

To use 2Connect to plan a story adventure.

To make a story-based adventure using 2Create a Story.

To read and understand given code for a text adventure game.

To debug and improve a text adventure game.

Key vocabulary

age restrictions, connecting, contacting, communicating, efficient, execute/run, function, function editing, editing tools, generate, manipulating, parental controls, profile, privacy setting, sharing, social media software