

Computing		
Year 5		Program used
Problem solving and Logical Thinking	<ul style="list-style-type: none"> Combine sequences of instructions and procedures to turn devices on or off Understand and use input and output Plan a solution to a problem using decomposition eg <i>developing a computer game, creating a website</i> 	Purple Mash gibbon switching background Simple developing with step by step catching game in Gorilla. Webpage:- codepen.io/pen
Creative content	<ul style="list-style-type: none"> Listen, download, produce and upload a variety of broadcast media - eg <i>live streaming / podcasting</i> Manipulate sounds using audio editing software Select music from a variety of sources and incorporate it into multimedia presentations Work on simple film editing Use a range of presentation applications Use technology to capture a range of multimedia Make a homepage for a website that contains links to other pages Prepare then present a simple film 	Audacity Web browser/Powerpoint Or Purplemash Window Movie Maker Publisher/Powerpoint 2blog Purple Mash template simple web page unit 5.1 coding lesson 6 Windows movie maker
Digital Literacy	<ul style="list-style-type: none"> Conduct a video chat with someone elsewhere in school Use bullet points and numbering tools Use a search engine using keyword searches Compare the results of different searches Download a document and save it to the computer Decide which sections are appropriate to copy and paste from at least 2 web pages 	Microsoft Word Web browser Purple mash 2 investigate Web/Microsoft office
Key vocabulary	Related Vocabulary	
Greater Depth:	<ul style="list-style-type: none"> Appreciate some algorithms are more efficient than others and state why they are Identify when digital technology leads to improvements or when it makes things worse 	
Topic/Novel Link:		
Defined End Point		
<ul style="list-style-type: none"> Responsible, competent, confident and creative users of information and communication technology based on previous end points 		

