

Year 5

Useful links:

- Teach Computing: <https://teachcomputing.org/> (Teaching resources)
- Key Stage 2 resources: <https://teachcomputing.org/curriculum/key-stage-2>
- [KS2 teacher guide](#)

<u>Term</u>	<u>Unit</u>	<u>Lesson 1</u>	<u>Lesson 2</u>	<u>Lesson 3</u>	<u>Lesson 4</u>	<u>Lesson 5</u>	<u>Lesson 6</u>
<u>Autumn 1</u>	Computing systems and networks- Sharing information	Systems	Computer systems and us	Transferring information	Working together	Better working together	Shared work
<u>Autumn 2</u>	Creating media- Vector drawing	The drawing tools	Create a vector drawing	Being effective	Layers and objects	Manipulating objects	Get designing
<u>Spring 1</u>	Creating media- Video editing	What is video?	Identifying devices	Using a device	Features of an effective video	Importing and editing a video	Video evaluation
<u>Spring 2</u>	Data and information- Flat-file databases	Creating a paper-based database	Computer databases	Using a database	Using search tools	Comparing data visually	Databases in real life
<u>Summer 1</u>	Programming A- Selection in physical computing	Connecting crumbs	Combining output devices	Controlling with conditions	Starting with selection	Drawing designs	Writing and testing algorithms
<u>Summer 2</u>	Programming B- Selection in quizzes	Exploring conditions	Selecting outcomes	Asking questions	Planning a quiz	Testing a quiz	Evaluating a quiz