

Computing Scheme of Work

Year Group	Objective in Bold Covered	Activities
Year 5 Computer Science	<ul style="list-style-type: none"> design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts use sequence, selection, and repetition in programs; work with variables and various forms of input and output use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs 	Music as Code (2) Counting Machine (3) Perimeter (3) Times Tables Game (3) Cartesian Coordinates (2)
Year 5 Searching	<ul style="list-style-type: none"> use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content 	Research List
Year 5 Use of Technology	<ul style="list-style-type: none"> 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 	IPC Tasks Movie Maker
Year 5 Safety	<ul style="list-style-type: none"> use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact. 	Circle Times Images Mobile Phones Keeping our identity private
Year 5 Networking	<ul style="list-style-type: none"> understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content 	Connecting the Internet Tracing the Internet Packet Game Linking WWW How web search works How a network works