Curriculum Design for Computing

Year – 5

Skills	Learning Objectives
Understanding the web and E-safety (Digital Citizenship and Technology - DL)	Continue to develop awareness of online protocols in order to stay safe online.
	To be able to protect yourself on a social networking site.
	To identify cyberbullying and its consequences and know how to report your concerns.
	Understand the effects cyberbullying has on a child's life.
	To be able to identify who you should talk to online.
	To understand copyright and know why we have it.
	To understand what plagiarism is.
	To recognise risks to playing online games and be able to protect yourself.
Using Technology (Information Technology - IT)	Understand what a website is and recognise the differences between sites.
	Identify which software can produce which type of content.
	Know which websites you can safely share content from understanding the principles of copyright.
	Define what copy right protection is.
	Present information to share knowledge with peers using a range of programmes with increasing complexity.
	Evaluate digital content. How did you do it? What would you do differently next time? What would you change? Why did you choose that format? How could you make it better next time?
	To develop a greater understanding of new technologies including augmented reality and QR codes and how they are used in the world.

The ability to create multimedia content (Digital Creativity - DL)	Be discerning in evaluating digital content. How did you do it? What would you do differently next time? What would you change? Why did you choose that format? How could you make it better next time?

Understand what codes are used for and how to decipher them.

Explain what binary code is and what it is used for.

Translate binary code. |
| Computer programmes and understanding how computers work (Computer Science -CS) | Understand and create multiple sprites and how to control them through keyboard input.

Understand how sensors work to detect and change a sprites position.

Create multiple variables for sprites.

Use conditional statements within a program.

Understand the fundamentals of basic filming, video editing and saving video. |