



St Peter's Computing Curriculum Overview

Year 5		
PUPIL NAME		
Strand	Learning Objectives	DATE OBJECTIVE MET
Computer Science		
HARDWARE	Know that external devices can be programmed by a separate computer	
	Know the difference between ROM and RAM	
	Know how RAM size affects the processing of data	
	Explain and name different parts that make up a computer or device	
NETWORK & DATA	Know that data can be compressed	
	Know how bit patterns represent images as pixels	
	Understand why devices connect to the internet	
	Begin learning that computers read and transfer data in binary	
CODING	Solve problems / debug by decomposing them into smaller parts.	
	Write more complex algorithms for a purpose / specific goal	
	Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.	
	Use sequence, selection, and repetition in programs; work with variables and various forms of input and output	
	Begin using nested loops (loops within loops)	
	Use a range of programming commands	
	Iterate and develop our programming as we work	
Digital Literacy		
INTERNET SAFETY &	Use technology safely and respectfully keeping personal information private, including how to change privacy settings.	

DIGITAL RESPONSIBILITY	Identify a range of ways to report concerns about content and contact.	
	Identify possible dangers online and know how we can stay safe, for example judging when to answer an online question or not	
	We can create a video, animation or presentation about digital safety	
	Know that information on the internet might not be true or correct and we can check validity. (EG: Wikipedia - have a view on its reliability and strategies to check reliability)	
	Use search technologies responsibly and efficiently, appreciating how results are selected and ranked, and be discerning in evaluating digital content (using website names/domain names to help determine usefulness & reliability).	
	Upload and download files to a cloud server	
Information technology		
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.		
Using software	<ul style="list-style-type: none"> • Use software / apps to create sound / music 	
	<ul style="list-style-type: none"> • Use software/apps to create video or animation 	
	<ul style="list-style-type: none"> • Identify ways to improve and edit final products 	
	<ul style="list-style-type: none"> • Use spreadsheet apps/software to collect, enter and manipulate data and use simple formula to change the model and create graphs and charts. 	
Internet / Communication	<ul style="list-style-type: none"> • Enhance our searching skills so we can find relevant information on the internet 	
	<ul style="list-style-type: none"> • Use search engines effectively focussing on keywords and search returns 	
	<ul style="list-style-type: none"> • Be discerning in evaluating digital content 	
Wider use	<ul style="list-style-type: none"> • Know what a search engine is and how they search, select and rank results 	