

COMPUTING CURRICULUM Y5 & Y6

	Computing systems and networks	Creating media	Programming A	Data and information	Creating media	Programming B
Year 5	Sharing information (5.1)	Video production (5.2)	Selection in physical computing (5.3)	Flat-file databases (5.4)	Vector drawing (5.5)	Selection in quizzes (5.6)
Year 6	Internet communication (6.1)	Webpage creation (6.2)	Variables in games (6.3)	Introduction to spreadsheets (6.4)	3D modelling (6.5)	Sensing (6.6)

Unit Summaries

	Computing systems and networks	Creating media	Programming A	Data and information	Creating media	Programming B
Year 5	<p>Systems and searching Recognising IT systems around us and how they allow us to search the internet.</p>	<p>Video production Planning, capturing, and editing video to produce a short film.</p>	<p>Selection in physical computing Exploring conditions and selection using a programmable microcontroller.</p>	<p>Flat-file databases Using a database to order data and create charts to answer questions.</p>	<p>Vector drawing Creating images in a drawing program by using layers and groups of objects.</p>	<p>Selection in quizzes Exploring selection in programming to design and code an interactive quiz.</p>
Year 6	<p>Communication and collaboration Identifying and exploring how data is transferred and information is shared online.</p>	<p>Webpage creation Designing and creating webpages, giving consideration to copyright, aesthetics, and navigation.</p>	<p>Variables in games Exploring variables when designing and coding a game.</p>	<p>Introduction to spreadsheets Answering questions by using spreadsheets to organise and calculate data.</p>	<p>3D modelling Planning, developing, and evaluating 3D computer models of physical objects.</p>	<p>Sensing Designing and coding a project that captures inputs from a physical device.</p>

COMPUTING CURRICULUM Y5 & Y6