

Key Stage 2 YEAR 5 COMPUTING

National Curriculum KS2 Programme of Study	Chris Quigley Essential Skills Milestone 3	
<p>Pupils should be taught to:</p> <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 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 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 <p>use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.</p>	1. To code (using Scratch) <u>Motion</u>	<ul style="list-style-type: none"> Set IF conditions for movements. Specify types of rotation giving the number of degrees.
	1. To code (using Scratch) <u>Looks</u>	<ul style="list-style-type: none"> Change the position of objects between screen layers (send to back, bring to front).
	1. To code (using Scratch) <u>Sound</u>	<ul style="list-style-type: none"> Upload sounds from a file and edit them.
	1. To code (using Scratch) <u>Control</u>	<ul style="list-style-type: none"> Use IF THEN conditions to control events or objects.
	1. To code (using Scratch) <u>Draw</u>	<ul style="list-style-type: none"> Combine the use of pens with movement to create interesting effects.
	1. To code (using Scratch) <u>Variables and Lists</u>	<ul style="list-style-type: none"> Use lists to create a set of variables.
	1. To code (using Scratch) <u>Operators</u>	<ul style="list-style-type: none"> Use the Boolean operators <ul style="list-style-type: none"> () < () () = () () > () ()and() ()or() Not() to define conditions. Use the Reporter operators <ul style="list-style-type: none"> () + () () - () () * () () / () to perform calculations. Pick Random () to ()
	2. To connect	<ul style="list-style-type: none"> Collaborate with others online on sites approved and moderated by teachers. Give examples of the risks of online communities and demonstrate knowledge of how to minimise risk and report problems. Understand the effect of online comments and show responsibility and sensitivity when online.

	3. To communicate	<ul style="list-style-type: none">• Choose the most suitable applications and devices for the purposes of communication.
	4. To collect	<ul style="list-style-type: none">• Select appropriate applications to devise, construct and manipulate data and present it in an effective and professional manner.