

Year 5 Progression in Computing

Unit 1- Computing Systems	Unit 2- Creating Media	Unit 3- Programming A	Unit 4- Data and Information	Unit 5- Creating Media	Unit 6- Programming B	Touch Typing
<ul style="list-style-type: none"> ● I know how to optimise search results using a search engine ● I know why and how a search engine ranks its results 	<ul style="list-style-type: none"> ● I know how to plan, record, edit and share a video 	<ul style="list-style-type: none"> ● I know how a microcontroller and its components are connected ● I know how to write a program that uses loops to check for conditions in Crumble 	<ul style="list-style-type: none"> ● I know how to use tools within a database to answer more complex questions ● I know how to use charts to compare data 	<ul style="list-style-type: none"> ● I know how to create vector drawings 	<ul style="list-style-type: none"> ● I know how conditional statements can be used to perform different actions in Scratch ● I know how to debug and test a program 	<ul style="list-style-type: none"> ● I know how to touch type
<ul style="list-style-type: none"> ● I will know how to explain that computers can be connected together to form systems ● I will know how to recognise the role of computer systems in our lives ● I will know how to identify how to use a search engine ● I will know how to describe how search engines select results ● I will know how to explain how search results are ranked ● I will know how to recognise why the order of results is important, and to whom 	<ul style="list-style-type: none"> ● I will know how to explain what makes a video effective ● I will know how to use a digital device to record video ● I will know how to capture video using a range of techniques ● I will know how to create a storyboard ● I will know how to identify that video can be improved through reshooting and editing ● I will know to consider the impact of the choices made when making and sharing a video 	<ul style="list-style-type: none"> ● I will know how to control a simple circuit connected to a computer ● I will know how to write a program that includes count-controlled loops ● I will know how to explain that a loop can stop when a condition is met ● I will know how to explain that a loop can be used to repeatedly check whether a condition has been met ● I will know how to design a physical project that includes selection ● I will know how to create a program 	<ul style="list-style-type: none"> ● I will know how to use a form to record information ● I will know how to compare paper and computer-based databases ● I will know how to outline how you can answer questions by grouping and then sorting data ● I will know how to explain that tools can be used to select specific data ● I will know how to explain that computer programs can be used to compare data visually ● I will know how to use a real-world 	<ul style="list-style-type: none"> ● I will know how to identify that drawing tools can be used to produce different outcomes ● I will know how to create a vector drawing by combining shapes ● I will know how to use tools to achieve a desired effect ● I will know how to recognise that vector drawings consist of layers ● I will know how to group objects to make them easier to work with ● I will know how to apply what I have learned about vector drawings 	<ul style="list-style-type: none"> ● I will know how to explain how selection is used in computer programs ● I will know how to relate that a conditional statement connects a condition to an outcome ● I will know how to explain how selection directs the flow of a program ● I will know how to design a program that uses selection ● I will know how to create a program that uses selection ● I will know how to evaluate my program 	<ul style="list-style-type: none"> ● I will know how to touch type ● I will know how to accurately type ● I will know how to increase the pace of typing

		that controls a physical computing project	database to answer questions			
--	--	--	---------------------------------	--	--	--