



Year 5 expected		
Information Technology	Computer Science	Digital Literacy
<p><u>Handling Data</u></p> <p>To use a spreadsheet and database to collect and record data.</p> <p>To choose an appropriate tool to help them collect data.</p> <p>To present data in an appropriate way.</p> <p>To search a database using different operators to refine their search.</p> <p>To talk about their mistakes in data and suggest how it could be checked.</p> <p><u>Multimedia and Word Processing</u></p> <p>To add and combine shapes to design a 3D model.</p> <p>To add detail to their 3D model.</p> <p>To improve a photo with editing tools e.g. blur, filters, add border.</p> <p>To use text, photo, sound and video editing tools to refine their work.</p> <p>To use skills they have already developed to create content using unfamiliar technology.</p> <p>To select, use and combine the appropriate technology tools to create effects that will have an impact on others.</p> <p>To select an appropriate online or offline tool to create and share ideas.</p> <p>To review and improve their own work.</p> <p><u>Graphics and Sound</u></p> <p>To record and play their own sounds using software.</p> <p>Import an existing sound file into software to play.</p> <p>To choose appropriate software for sound recording.</p> <p>To plan and make a recording e.g. a radio advert or podcast.</p> <p>Evaluate what features makes good quality audio content.</p>	<p>To decompose a problem into smaller parts to design an algorithm for a specific outcome and use this to write a program.</p> <p>To program an algorithm as a sequence of game instructions with actions and consequences e.g. using Scratch.</p> <p>To refine a procedure using repeat commands to improve a program.</p> <p>To use a variable to increase programming possibilities.</p> <p>To change an input to a program to achieve a different output.</p> <p>To use logical reasoning to detect and debug mistakes in a program.</p> <p>To use logical thinking, imagination and creativity to extend a program.</p>	<p><u>E-safety</u></p> <p>To know the rules to create a strong password..</p> <p>To explain why they need to protect themselves and their friends online and the best ways to do this, including reporting concerns to an adult.</p> <p>To know that anything they post online can be seen, used and may affect others.</p> <p>To know a photograph can be altered and posted online.</p> <p>To talk about the dangers of spending too long online or playing a game.</p> <p>To explain the importance of communicating kindly and respectfully.</p> <p>To discuss the importance of choosing an age-appropriate website or game.</p> <p>To explain why we need to protect a computer or device from harm.</p> <p>To know which resources on the Internet they can download and use.</p> <p><u>Technology in our Lives</u></p> <p>To describe different parts of the Internet.</p> <p>To identify a spam email.</p> <p>To send and receive emails, being wary of spam and how to deal with it</p> <p>To use different online communication tools for different purposes.</p> <p>To use a search engine to find appropriate information and check its reliability.</p> <p>To know that not everything they see online is true.</p> <p>To recognise and evaluate different types of information they find on the World Wide Web.</p> <p>To describe the different parts of a webpage commenting on features and the layout.</p> <p>To find out who the information on a webpage belongs to.</p> <p>To create a web page with a chosen layout.</p>

Year 5 challenging		
Information Technology	Computer Science	Digital Literacy
<p><u>Handling Data</u> To begin to design and create their own database. To create more complex spreadsheets to model mathematical problems and to solve real life problems</p> <p><u>Multimedia and Word Processing</u> To review and improve their own work and support others to improve their work.</p> <p><u>Graphics and Sound</u> To enhance sound recordings using software effects. To be discerning about digital content of existing sound files and their suitability. To present audio information clearly and confidently.</p>	<p>To add additional effects and features, such as sound or point scoring, to enhance the appeal of a game.</p>	<p><u>E-safety</u> To explain why having a strong password is important. To understand how false photographs can make people feel bad about themselves. To become a digital leader for the school.</p> <p><u>Technology in our Lives</u> To insert and format an image in a webpage. To learn how to share a webpage so it can be viewed by others. To explain the steps to take to avoid spam emails.</p>