

Year 5

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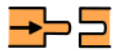
[6. Programming B – Selection in quizzes](#)

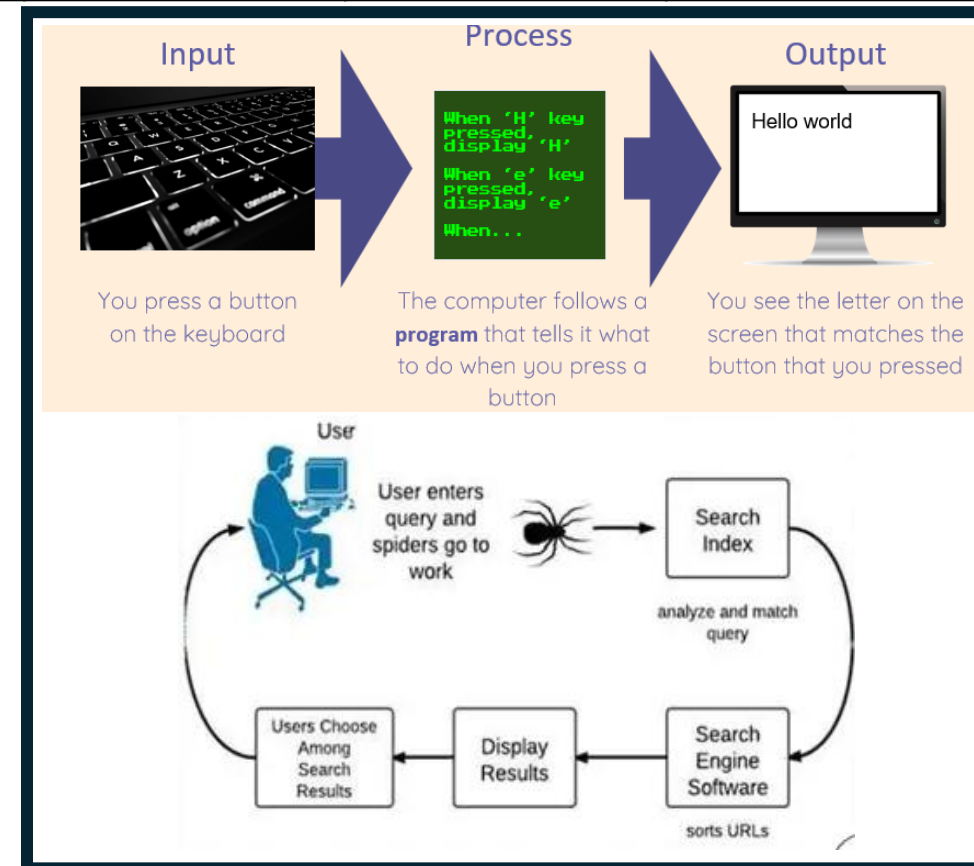


Year 5- Systems and searching



L1- To explain that computers can be connected together to form systems	L2- To recognise the role of computer systems in our lives	L3- To identify how to use a search engine	L4- To describe how search engines select results	L5- To explain how search results are ranked	L6- To recognise why the order of results is important, and to whom
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Search Engine Optimisation (SEO) 	Techniques used to help websites appear higher in search engine results so they are easier to find.
system 	A group of connected devices or programs that work together to complete tasks or share information.
connection 	A link between devices that allows them to communicate or share data.
links 	Clickable text or images on a webpage that take you to another page or website.
search engine 	A tool that helps you find information on the internet by typing in keywords or questions.

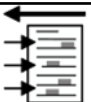




Year 5- Video production



L1- To explain what makes a video effective.	L2- To use a digital device to record video	L3- To capture video using a range of techniques	L4- To create a storyboard	L5- To identify that video can be improved through reshooting and editing	L6- To consider the impact of the choices made when making and sharing a video
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video 	A film with a video camera.
landscape 	Landscape mode is when the photograph is horizontal.
portrait 	Portrait mode is when the photograph is Vertical.
filming 	Capture on film as part of a series of moving images
editing 	The process of combining and manipulating video clips to create a finished video.



In this unit we will be using the camera app on the iPads.



Camera Shots and Angles



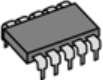
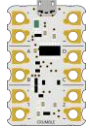
We will also be experimenting with different camera angles.

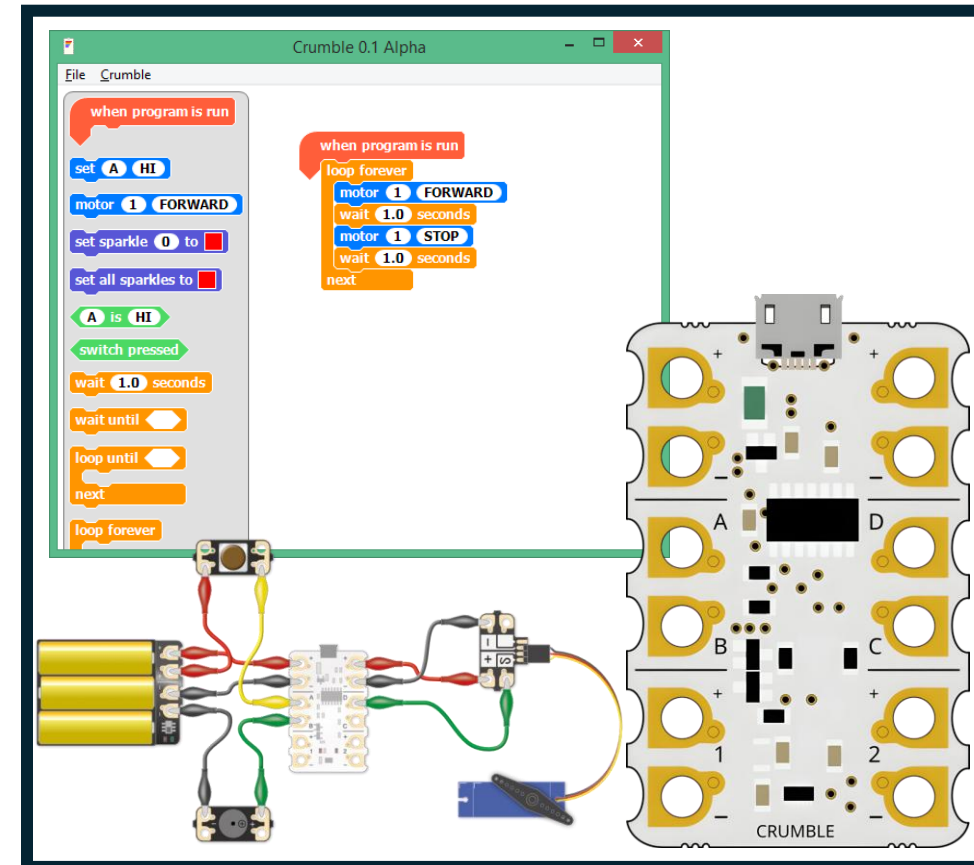


Year 5- Selection in physical computing



L1- To control a simple circuit connected to a computer	L2- To write a program that includes count-controlled loops	L3- To explain that a loop can stop when a condition is met	L4- To explain that a loop can be used to repeatedly check whether a condition has been met	L5- To design a physical project that includes selection	L6- To create a program that controls a physical computing project
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microcontroller 	A small computer on a single integrated circuit.
output 	Information that is sent to a program to be processed.
input 	The result of data processed by a computer.
crumble controller 	A circuit board that can be connected to a computer using a USB cable and it can be programmed using a the computer.
circuit 	The complete path of wires and equipment along which an electric current flows





Year 5- Flat-file databases



L1- To use a form to record information	L2- To compare paper and computer-based databases	L3- To outline how you can answer questions by grouping and then sorting data	L4- To explain that tools can be used to select specific data	L5- To explain that computer programs can be used to compare data visually	L6- To use a real-world database to answer questions
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database 	A database is a place where information is stored in an organised way so it's easy to find and use.
field 	A field is one piece of information in a database. For example, in a list of students, "First Name" or "Age" would each be a field.
sort 	To sort means to put information in order. You can sort alphabetically (A to Z) or by number (smallest to largest).
compare 	To compare means to look at two or more pieces of information to see what is the same or different.
filter 	To filter means to show only the information you want to see. For example, you could filter a list to show only students who are 10 years old.

field name	type	unique	default	units
Destination name	text	☐		
Country	text	☐		
Continent	list	☐	Australia Asia Antarctica Africa	
Climate	list	☐	Hot Warm Mild Cold	
Type of destination	list	☐	Beach City Countryside Adventure	
Cost per person	number	☐		
Flight time	number	☐		

colour	number
Red	4
Orange	5
Yellow	2
Green	5
Blue	6
Purple	3

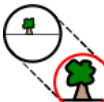
www.j2e.com/database/



Year 5- Introduction to vector graphics



L1- To identify that drawing tools can be used to produce different outcomes	L2- To create a vector drawing by combining shapes	L3- To use tools to achieve a desired effect	L4- To recognise that vector drawings consist of layers	L5- To group objects to make them easier to work with	L6- To apply what I have learned about vector drawings
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vector drawing 	A vector drawing is made by putting lines and shapes together in a computer to form a complete image.
zoom 	To move closer to an image.
resize 	To change the shape of an image by making it bigger or smaller.
rotate 	To move or turn around a central fixed point
layer 	A level or part within a system or set of ideas .



In this unit we will be using the laptops and Microsoft PowerPoint

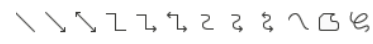


Microsoft PowerPoint

Presentation program

 Drawing

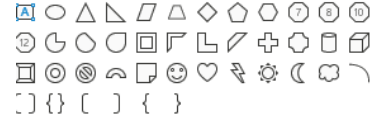
Lines



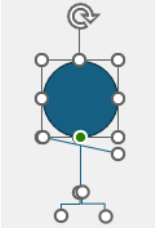
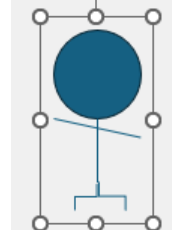
Rectangles



Basic Shapes



 **Group**



Year 5- Selection in quizzes



L1- To explain how selection is used in computer programs	L2- To relate that a conditional statement connects a condition to an outcome	L3- To explain how selection directs the flow of a program	L4- To design a program that uses selection	L5- To create a program that uses selection	L6- To evaluate my program
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selection 	A group of people that have been selected from a larger group usually according to a system.
condition 	A statement that can be either True or False.
algorithm 	A precise set of ordered steps that can be followed by a human and implemented on a computer to achieve a task.
count controlled loop 	Commands that repeatedly run a defined section of code .

