



## Computing Curriculum Overview - Year 5

	Unit	Details
Autumn One	Programming B - Selection in Quizzes	In this unit, pupils develop their knowledge of selection by revisiting how conditions can be used in programs and then learning how the If... Then... Else structure can be used to select different outcomes depending on whether a condition is true or false. They represent this understanding in algorithms and then by constructing programs using the Scratch programming environment.
Autumn Two	Creating Media - Video Production	This unit gives pupils the opportunity to learn how to create short videos in groups. As they progress through this unit, they will be exposed to topic-based language and develop the skills of capturing, editing, and manipulating video. Active learning is encouraged through guided questions and by working in small groups to investigate the use of devices and software.
Spring One	Creating Media - Vector Graphics	In this unit, pupils start to create vector drawings. They learn how to use different drawing tools to help them create images. Pupils recognise that images in vector drawings are created using shapes and lines, and each individual element in the drawing is called an object.
Spring Two	App Design	Pupils will use tools in different presentation software (PowerPoint, Keynote, Google Slides) to design an app about our school with: Slide size and background colour, Text and Images (including transparent images) on different pages and Icons
Summer One	Using Selection in Games	In this unit, pupils will build on their prior knowledge to create interactive games in Scratch using key programming constructs. This will include interactions between sprites, score, and levels.
Summer Two	Data and Information - Flat File Databases	This unit looks at how a flat-file database can be used to organise data in records. Pupils use tools within a database to order and answer questions about data. They create graphs and charts from their data to help solve problems.