

Ludgershall Castle Primary School

Computing

Year 5 Skills

Computing Systems	<ul style="list-style-type: none">-To explain that computers can be connected together to form systems-To recognise the role of computer systems in our lives-To experiment with search engines-To describe how search engines select results-To explain how search results are ranked-To recognise why the order of results is important, and to whom	
Creating Media	<ul style="list-style-type: none">-To explain what makes a video effective-To identify digital devices that can record video-To capture video using a range of techniques-To create a storyboard-To identify that video can be improved through reshooting and editing-To consider the impact of the choices made when making and sharing a video-To identify that drawing tools can be used to produce different outcomes-To create a vector drawing by combining shapes-To use tools to achieve a desired effect-To recognise that vector drawings consist of layers-To group objects to make them easier to work with-To apply what I have learned about vector drawings	
Data Information	<ul style="list-style-type: none">-To use a form to record information-To compare paper and computer-based databases-To outline how you can answer questions by grouping and then sorting data-To explain that tools can be used to select specific data-To explain that computer programs can be used to compare data visually-To use a real-world database to answer questions	
Programming	<ul style="list-style-type: none">-To control a simple circuit connected to a computer-To write a program that includes count-controlled loops-To explain that a loop can stop when a condition is met-To explain that a loop can be used to repeatedly check whether a condition has been met-To design a physical project that includes selection-To create a program that controls a physical computing project-To explain how selection is used in computer programs-To relate that a conditional statement connects a condition to an outcome-To explain how selection directs the flow of a program-To design a program which uses selection-To create a program which uses selection-To evaluate my program	