Year 5 and 6 Curriculum Plan – Computing

	Autumn	Spring	Summer
Year 5	Google Sketchup – design an air raid shelter Kodu – When and Do statements	Databases Scratch game – racing car E safety day	The World wide web/Binary code Photography – cameras/photo editing
Year 6	Google Interland plans – Esafety in depth Scratch – Times table game	Ohbots Web design - audience E safety day	Introduction to Python TinkerCad

Computing National Curriculum Expectations UKS2	**Year 5**			**Year 6**		
	Autumn	Spring	Summer	Autumn	Spring	Summer
To design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts						
To use sequence, selection, and repetition in programs; work with variables and various forms of input and output						
To use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs						
To understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration						
To use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content						
To select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information						
To use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.						