

Computing

Year 5 - Topic: Game Creator



End Points:

- To evaluate the features of a successful video game.
- To plan a game in 2DIY3D.
- To design and use game sprites.
- To add features to a game world and check playability.
- To evaluate games created by others.

Key vocabulary:

2D Game	Game Environment
3D Game	Playability
Game Feedback	Sprite
Game Design	Game Genre
Sprite Animation	

Computing

Year 5 - Topic: Databases



End Points:

- To understand what a database is.
- To design and create a database.
- To build queries to find information.
- To solve problems using a database.

Key vocabulary:

condition	filter
query	data
validation	linked tables
sort	edit
field	operator

Computing

Year 5 - Topic: Coding



End Points:

- To understand some ways that code can be simplified so that it is easier to read and runs more efficiently.
- To program a simulation using 2Code.
- To know what decomposition and abstraction are in Computer Science.
- To understand what a function is and how functions work in code.
- To understand what a datatype is and how they are used when coding with variables.
- To read code, predict outcomes and identify and fix bugs.

Key vocabulary:

abstraction	if/else statement
flow chart	function
decomposition	abstraction
Sequence	variable

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Year 5 - Topic: Concept Maps



End Points:

- To understand what a concept map is and why they can be useful.
- To understand the different ways that concept maps can be used.
- To plan and create a non-fiction concept map.
- To present a concept map on a specific topic to an audience.

Key vocabulary:

Body language	Intonation
Present	Concept Map
Node	Structure
Connecting Line	Node Settings
Template	

Computing

Year 5 - Topic: Micro:Bits



End Points:

- To create a micro:bit story telling game.
- To code a micro:bit to measure temperature and produce different outputs based on this.
- To code a micro:bit to simulate a magic 8 ball.
- To create an automatic scoreboard display using a micro:bit.

Key vocabulary:

Data	Logic
Selection	Electrical Circuit
Pins	Random
Gesture	Variable
If Statement	Repeat

Computing

Year 5 - Topic: Spreadsheets



End Points:

- To refresh and extend understanding of formulae and functions from previous learning.
- To use formulae in 2Calculate to convert measurements between different units.
- To use 2Calculate to create and interpret line graphs that show how data changes over time.
- To analyse weather data by using spreadsheets to identify patterns.
- To use spreadsheets to plan and budget for an event.
- To use a spreadsheet to plan a holiday.

Key vocabulary:

axes/axis	forecast
line graph	budget
formula	continuous data
plot/plotting	conversion
function	trend