

LGFL (Us online)

## Computing Curriculum Map KS

Class: Jet				Year Group:		5
Autumn 1	Autumn 2	Spring 1	Spring 2		Summer 1	Summer 2
Computer Science (Program (beebots, Igfl, espresso coding, scratch)  NC Objectives -Solve problems by decomposing them into significant to explain how some significant how	maller parts imple algorithms work orograms mplish specific goals, including controlling or ograms	simulating physical systems				
Getting started with scratch – basic skills	Scratch Computing-Year 5 Unit 1 (Quiz & Game)	Kodu Game Lab- Introduction & Student Activity 1	Kudo SOICT Unit		Espresso Coding	Espresso Coding
ICT Multi-Media and Word (Cross Curricular)	Processing					
NC Objectives -Be discerning in evaluating digital content -Select, use and combine a variety of software evaluating and presenting data and informatio  Laptops — See Literacy Virtual Tours		1	Science- E	arth and	content that accomplish given goal	s including collecting, analysing,
ICT Digital Media (graphics, video, music, sound)  NC Objectives -Use technology to purposefully create, organ	nise, store, manipulate and retrieve digital cont	ent				
Virtual experiments – linked to Science units	oVirtual experiments – linked to Science units	Perform a Poem/imovie/Audio network	Virtual explinked to Sunits			Virtual experiments – linked to Science units
ICT Communication & Colla (online publishing, blogs, internet research)  NC Objectives  Recognise common uses of information techUnderstand how computer networks, includir -Use search technologies effectively and App	nology beyond school ng the internet, can provide multiple services (	(such as the World Wide Web) and	d the opportunition	es they offer for	communication and collaboration	
Topic research Blogging via web site	Topic research Blogging via web site		Topic resea Blogging v		Topic research Blogging via web site	Topic research Blogging via web site
ICT Data (graphs, databases, data loggers)  NC objectives -Basic skills – opening, saving and managing f	files					
		J2 Excel	Interactive Resources	Math's		
Digital Literacy and E-Safety (online research, incl networks and internet, e						
NC objectives -Use technology safely, respectfully and resperRecognise acceptable / unacceptable behaviorIdentify a range of ways to report concerns a safe as a skills – Keyboard skills	onsibly our					
E-Safety Acceptable User Policy – Signed  [LGFL (Us online)]	Online Privacy	Messaging Safer Internet Day (10 <sup>th</sup> Feb)	Safe Surfir	ıg	Gaming	Cyberbullying