



Shadsworth Junior School



Curriculum

Year 5 Scheme of Work		
Term: Summer 1 – short unit after extended Summer 1 unit		Topic: Computer science
Key Skills and Knowledge:		
<p>National Curriculum Statement design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts use sequence, selection, and repetition in programs; work with variables and various forms of input and output use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs</p> <p>Key skills and competences</p> <ul style="list-style-type: none"> • I know that many devices including computers are controlled using a programming language and that they rely on specific commands and rules. • I can use pre-set algorithms to create a game with different complexities of levels • I can simulate a maze and explain what the algorithms used to create the game may be in terms of a sequence of simple commands • I can test and evaluate the effectiveness of my game. 		<p>Online safety – Using technology safely. What is appropriate and is everything true that we see online</p> <ul style="list-style-type: none"> • I understand that information, including that on web-based resources, is presented in different ways, for different purposes and that this may be biased or inaccurate.
Reading and Writing Opportunities (Long and Short Activities)		
Creative Ideas and Hooks		
Write adverts for your game Create a jingle for you game Record messages for inside your game		<p>Creative ideas and hooks Link the game to life cycles and respecting the environment</p>
Links to PSHCE, Equality and British Values Work		
Link the game to respecting animals and the environment		
Key Vocabulary:	Resources Available / Visits/Visitors	Useful Websites:
Simulation Rules Language Commands algorithms Evaluate effectiveness	Purple Mash 2DIY	Swiggle.org.uk - Child Friendly Search Engine for Kids Access the ProjectEvolve Toolkit ProjectEVOLVE