

UKS2 Computing

Cycle A

A1 – Year 5 Data and Information – Flatfile Databases

1. Creating a paperbased database
2. Computer databases
3. Using a database
4. Using search tools
5. Comparing data visually

Sp1 – Year 5 Creating Media – Introduction to vector

1. The drawing tools
2. Creating images
3. Making effective drawings
4. Layers and objects
5. Manipulating objects
6. Create a vector drawing

Su1 – Year 5 Programming B – Selection in quizzes

1. Exploring conditions
2. Selecting outcomes
3. Asking questions
4. Designing a quiz
5. Testing a quiz
6. Evaluating a quiz

Cycle B

A1 – Year 6 Computing Systems and Networks – Communication and collaboration

1. Internet addresses
2. Data packets
3. Working together
4. Shared working
5. How we communicate
6. Communicating responsibly

Sp1 – Year 6 Creating Media – Web page creation

1. What makes a good website
2. How would you lay out your web page?
3. Copyright or copywrong?
4. How does it look?
5. Follow the breadcrumbs
6. Think before you link!

Su1 – Year 6 Programming B – Sensing movement

1. The micro:bit
2. Go with the flow
3. Sensing inputs
4. Finding your way
5. Designing a step counter
6. Making a step counter