



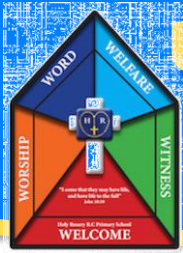
Upper KS2 Computing

Computing			
	Information Technology	Digital Literacy	Computer Science
Year 5	<p><u>Data Handling</u></p> <ul style="list-style-type: none"> Recognise the need for accuracy when designing, entering and interrogating data and how this will affect the quality of information gained. Recognise the consequences of using inaccurate data and relate to the outside world, e.g. police, doctors, banks, school databases. Understand that there are different types of data, e.g., numeric, alphabetic, date, alphanumeric, currency. Understand the need for data protection and some of the rights of individuals over stored data and how it affects use and storage of data in the real world. <p><u>Create, Manage and Manipulate Digital Content</u></p> <ul style="list-style-type: none"> Understand the importance of content and editing to produce digital content for specific audiences. <p><u>Text and Images</u></p> <ul style="list-style-type: none"> Understand the importance of evaluation and adaptation of individual features to enhance an overall presentation. Understand the potential of multimedia to inform or persuade and know how to integrate words, images and sounds imaginatively for different audiences and purposes. 	<p><u>Electronic Communications</u></p> <ul style="list-style-type: none"> Understand the potential benefits and risks of digital communication and that methods will vary according to purpose. Understanding of which tools are better for communicating or collaborating and those that can be used both. Understand the difference between the internet and the World Wide Web. <p><u>E-Safety</u></p> <ul style="list-style-type: none"> Gain further understanding of respecting others online. Explore the world of online 'influencers' and vloggers on YouTube. Understand the commercial aspect of vloggers and what happens when it all goes wrong. Develop knowledge of what an online community is. Understand what copyright is and know how to interpret information found online 	<p><u>Simulations</u></p> <ul style="list-style-type: none"> Understand when and where it is appropriate to use a spreadsheet model or a simulation to support an investigation and explain their choices. Understand that spreadsheets can automate functions, making it easier to test variables, e.g. when planning a budget you can change the number of items and see the changes to total cost. Understand that spreadsheets can be used to explore mathematical models. Understand the need for accuracy and frequent checking when entering formulae. <p><u>Programming</u></p> <ul style="list-style-type: none"> Know the meaning of the key terms: <ul style="list-style-type: none"> selection. decomposition. Know the meaning of logical reasoning. Know that programs can be represented in different formats including written and diagrammatic. Understand the need for precision when creating sequences to ensure reliability. Understand that there are often different ways to solve the same problem or task.



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	<ul style="list-style-type: none"> Recognise the features of good design in different printed and electronic texts, (e.g. a poster, website, presentation). Talk about design in the context of own work. Know that images (still and moving) can be used to enhance presentations or communicate ideas. <p>Digital Research</p> <ul style="list-style-type: none"> Understand how search engines work and know that there are different search engines; some to search within sites, and some to search the wider Internet. 		
<p>Year 6</p>	<p>Digital Research</p> <ul style="list-style-type: none"> Understand how search engines work and know that there are different search engines; some to search within sites, and some to search the wider Internet. Understand when and where the internet can be used as a research tool. Understand that good online research involves processing information, and interpreting it for others rather than direct copying. Talk about validity, plausibility and appropriateness of information, especially on the internet. <p>Create, Manage and Manipulate Digital Content</p> <ul style="list-style-type: none"> Understand that many different devices can be used in isolation and sometimes together to produce digital 'content'. Understand that you can convert between different formats of files. <p>Sounds</p>	<p>E-Safety</p> <ul style="list-style-type: none"> Gain further understanding of online gaming and chat sites. Know how to use the skills that they have learnt to respond to any challenges that they might face when they leave primary school when interacting with the online world. Develop knowledge of social media and how the media can shape our views. Understand how technology can impact on health. 	<p>Programming</p> <ul style="list-style-type: none"> Understand how experiences of programming and control relate to control systems in the real world. Understand that there are often different ways to solve the same problem or task. Understand that programming software can create simple and complex simulations.



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	<ul style="list-style-type: none">▪ Be aware of different sound file formats, e.g., MP3, WAV; save and use appropriately.▪ Know when it is appropriate to use sound/music to communicate with an audience.		
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