	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Year 5	**Computing systems and networks** **Lesson breakdown:** 1. Systems 2. Computer systems and us 3. Searching the web 4. Selecting search results 5. How search results are ranked 6. How are searches influenced **Project Evolve:** Online bullying • Online bullying being different to physical. • How you can get help from online bullying. **Key knowledge:** • Computer networks including the internet can provide multiple services • WWW refers to the World Wide Web • A web browser refers to a program used to view, navigate and interact with web pages **Vocabulary:** System, digital, input, process, storage, output, search engine optimisation (SEO), web crawler, content creator, ranking.	**Creating media – video production** **Lesson breakdown:** 1. What is video? 2. Filming techniques 3. Using a storyboard 4. Planning a video 5. Importing and editing video 6. Video evaluation **Project Evolve:** Online relationships • Harmful online people I communicate with. • Getting help from a trusted adult. **Key knowledge:** • Digital images can be changed and edited • Digital content exists in the form of digital data. • Software is the programs used to control computers • Aesthetic awareness is how something looks. **Vocabulary:** Video, audio, microphone, mid-range, long shot, angle (high, low, normal), zoom, pan, tilt, storyboard	**Programming A – Selection in physical computing** **Lesson breakdown:** 1. Connecting crumbles 2. Combining output components 3. Controlling with conditions 4. Starting with selection 5. Drawing designs 6. Writing and testing algorithms **Project Evolve:** Health, wellbeing, lifestyle • Benefits and risks of accessing health info. • Requested payment for apps and games **Key knowledge:** • An algorithm is a set of ordered steps. • To debug is finding and correcting problems. • An output device is a piece of hardware controlled from a computer • A loop repeatedly runs a defined section of code **Vocabulary:** Microcontroller, components, motor, repetition, Crumble controller, switch, LED, program, Input, output,	**Data and information – Flat-file databases** **Lesson breakdown:** 1. Creating a paper-based database 2. Computer databases 3. Using a database 4. Using search tools 5. Comparing data visually 6. Databases in real life **Project Evolve:** Review previous units **Key knowledge:** • Input is placing information into the computer • Output is the result of data processed by a computer • Being interactive means a two-way flow of information. • Graphs and charts help to present the data **Vocabulary:** Database, data, field, sort, order, group, value, criteria, compare, filter.	**Creating media – Vector graphics** **Lesson breakdown:** 1. The drawing tools 2. Creating images 3. Making effective drawings 4. Layers and objects 5. Manipulating objects 6. Create a vector drawing **Project Evolve:** Self-image and identity • How identity online can be copied / modified. • Make responsible choices for online identity. **Key knowledge:** • Vector drawings are created using shapes and lines • Copyright is the exclusive legal right to the creator / publisher. • A program is a set of commands run by a computer to complete a task • Code snippet is a section of a program viewed in isolation **Vocabulary:** Vector, drawing tools, toolbar, vector drawing, move, resize, rotate, duplicate/copy, zoom, align	**Programming B – Selection in quizzes** **Lesson breakdown:** 1. Exploring conditions 2. Selecting outcomes 3. Asking questions 4. Planning a quiz 5. Testing a quiz 6. Evaluating a quiz **Project Evolve:** Managing online info. • Benefits / limitations of different search engines. • What is meant by 'Being sceptical'? **Key knowledge:** • An algorithm is a set of rules to follow to complete a task. • To debug is finding and correcting problems. • Repetition is a program part that runs multiple times in a loop. • URL (Uniform Resource Locator) is an address of a file on the internet **Vocabulary:** Selection, condition, count-controlled loop, outcomes, conditional statement, algorithm, implement, test, operator, test