



Computing Objectives Year 5

Y5	Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.	1) Draw and interpret a flowchart with the correct symbols.
Y5		2) Create and edit a flowchart to control a simulated device.
Y5		3) Control multiple outputs at the same time.
Y5		4) Use a decision symbol based on the status of an input.
Y5		5) Create a flowchart program containing a subroutine.
Y5		6) Design, write and debug my own flowchart program for a given task.
Y5	Use sequence, selection, and repetition in programs; work with variables and various forms of input and output.	1) Design and program a character game.
Y5		2) Design an original character or backdrop for a game.
Y5		3) Add features or effects to enhance a game.
Y5		4) Create an original animated game with a specific goal.
Y5		5) Program costume changes for a sprite.
Y5		6) Add point-scoring and levels to game code.
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Y5	Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.	1) Design and program a character game.
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Y5		3) Add features or effects to enhance a game.
Y5		4) Create an original animated game with a specific goal.
Y5		5) Program costume changes for a sprite.
Y5		6) Add point-scoring and levels to game code.
Y5	Understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration. Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content.	1) Evaluate webpages.
Y5		5) Add hyperlinks into a webpage.
Y5	Select, use and combine a variety of software (including internet services)	2) Create a webpage layout.
Y5		3) Add text to a webpage
Y5		4) Add images to a webpage.

Y5	on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.	5) Add hyperlinks into a webpage.
Y5		6) Publish and share my webpage.
Y5		1) Draw 3D shapes.
Y5		2/3) Add detail to 3D drawings
Y5		4) Add and manipulate 3D models.
Y5		5) Create a complex 3D model.
Y5		6) Create a 3D model of my own design.
Y5		1) Use software to create my own sounds by recording, editing and playing.
Y5		2) Combine audio effects to create an original radio jingle.
Y5		3) Research and plan digital content for a radio podcast
Y5		4) Use software to create and present digital content for a radio podcast.
Y5		5) Design and record a persuasive radio advert for a product or service.
Y5		6) Present and evaluate audio content.