Pinner Wood School

Year Group	5	Term	Autumn 1	Subject	Computing	Topic	**Programming** – Platform Game in Scratch
						Key Question	KQ - To create programs that control or simulate physical systems

| Prior Learning and other Curriculum Links | **Year 2**

• To understand programs follow precise instructions
• To can create programs using different digital devices E.g. Bee Bot or ScratchJr on a tablet
• To can debug programs of increasing complexity

Year 3

• To design a program
• To create a program using a design
• To create a sequence of code
• To work with different inputs
• To evaluate my program

Year 4

• I can use repetition in programs
• I can use simple selection in programs
• I can work with different outputs
• I can use logical reasoning to systematically detect and correct errors in programs | Skills Statements | • I know how to use logical reasoning to explain how a variety of algorithms work
• I know how to evaluate the effectiveness of algorithms
• I know how to create programs by decomposing them into smaller parts
• I know how to use a variety of selection commands in programs
• I know how to use conditions in repetition commands
• I know how to work with variables
• I know how to create programs that control or simulate physical systems
• I know how to evaluate my work and identify |
| Fundamentals | • To solve problems by decomposing them into smaller parts | Key Facts/Sticky Knowledge | • Spam is unwanted emails sent in bulk |

	• To create programs that control or simulate physical systems		• An algorithm is a sequence of instructions/code that are followed to complete a task. •

Our Curriculum Journey	Journey:
	
	D – Design The children will start to discuss creating a maths multiplication quiz similar to TTRS and are given time to tinker with the Scratch before planning what they will do to achieve their outcome.
	    A- Apply The children then will create, make and produce their multiplication quiz using scratch .
	    R – Refine - The children will spend time considering ways to modify and improve their projects to get the best results possible.
	    E – Evaluate - They will then reflect and consider how effectively they have achieved their goal.
	    S – Share - They will then be given the opportunity to publish and exhibit their work to their friends.		

Key Vocabulary (revisited)	Copied, modified, altered, choices, responsible, emoji's, memes, social media, perceive, childlike, block, abusive, sceptical, trustworthy, adverts, validity, reliability, scams, disinformation, echo chamber,	**Key Vocabulary (new)**	Evaluation, effectiveness, complexity, data, prediction, condition, data, memory, variables, value, initialisation, control, simulate, physical system