Manor Primary School

Y 5/6 Computing Implementation

These statements are used to assess the impact of our teaching intention and the progress of the children during their learning journey.

Y5/6	Autumn		Spring		Summer	
Year A	 Internet Safety	 Coding (Touch Develop)	 Simulations	 Binary	 Webpage Modelling	 Computational Thinking
	I can discuss the **positive** and **negative** impact of use of **ICT**. I understand the **potential risk** of providing **personal information** online. I can identify **safe websites**. I can identify the **benefits** and **problems** of **online friendships.** I can explain what **cyber-bullying** is and ways to resolve it. I know how to report any **suspicions**.	I can work with **variables**. I can use **logical reasoning** to detect errors in **algorithms** I can use **loops** to create a **symmetrical** image. I can **upload** images and sound to be used in an app.	I understand why **simulations** are required. I can explore **'what if' questions** by planning for different **scenarios**. I know how computers can **monitor** and control **real-world** systems. I can use a computer to **control** a **floor robot.**	I can understand what **binary** means in Computing. I can explain what an **algorithm** is. I can explain how we can represent letters and words in **binary** using an **algorithm.** I can explain how **bytes** can be used to send a message. I can use a graphical representation of binary bits to create a secret message. I can explain how **modems** send **E-mail** messages.	I can explain the **consequences** of spending too much time online or on a game. I can explain the **Internet services** used for different purposes I can talk about the way **search results** are selected and **ranked**. I can explain about **copyright** and acknowledge the **sources** of information that I find online. I can select an appropriate tool to **communicate** and **collaborate** online.	Understanding computational thinking is the step before programming. Developing computational skills to support programming. Sudoku The Icosian Game – mathematician, Sir William Hamilton. The escape maze Predicting a finger count. The Cut Block Puzzle