

## Year 5 / 6 Computing Aims

### Autumn Term

#### Coding

- To review coding vocabulary.
- To use a sketch or storyboard to represent a program design and algorithm.
- To use the design to create a program.
- To design and write a program that simulates a physical system.
- To create a playable, competitive game.
- To combine the use of variables, If/else statements and Repeats to achieve the desired effect in code.
- To read code so that it can be adapted, personalised and improved.
- To explore the launch command and use buttons within a program that launch other programs or open websites.
- To create a program to inform others.

2 Online safety sessions from Education for a Connected World Online Safety Curriculum.

### Spring Term

#### Spreadsheets

- To convert measures
- To use the count tool
- To use advanced mode formulae
- To use text variables to perform calculations
- To use spreadsheets to plan an event.

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### Summer Term

#### Game Creator

- To set the scene
- To create the game environment
- To create the game quest
- To finish and share the game
- To evaluate their and peers' games

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