Year Five   Computing   Success criteria

Unit	Key Learning	🙁	😐	🙂
Coding	To represent a program design and algorithm.			
	To create a program that simulates a physical system using decomposition.			
	To explore string and text variable types so that the most appropriate can be used in programs.			
	To use the 'Launch' command in 2Code Gorilla			
	To program a playable game with timers and scorepad.			
Online Safety	To gain a greater understanding of the impact that sharing digital content can have.			
	To review sources of support when using technology and children's responsibility to one another in their online behaviour.			
	To know how to maintain secure passwords.			
	To understand the advantages, disadvantages, permissions and purposes of altering an image digitally and the reasons for this.			
	To be aware of appropriate and inappropriate text, photographs and videos and the impact of sharing these online.			
	To learn about how to reference sources in their work.			
	To search the Internet with a consideration for the reliability of the results of sources to check validity and understand the impact of incorrect information.			
Spreadsheets	Using the formula wizard to add a formula to a cell to automatically make a calculation in that cell.			
	To copy and paste within 2Calculate.			
	Using 2Calculate tools to test a hypothesis.			
	To add a formula to a cell to automatically make a calculation in that cell.			
	Using a spreadsheet to model a real-life situation and answer questions.			
Databases	To understand the different ways to search a database.			
	To search a database in order to answer questions correctly.			
	To design an avatar for a class database.			
	To successfully enter information into a class database.			
	To create their own database on a chosen topic.			
	To add records to their database.			
	To know what a database field is and can correctly add field information			
	To understand how to word questions so that they can be effectively answered using a search of their database.			
	To set the scene.			

Game Creator		To create the game environment.			
		To create the game quest.			
		To finish and share the game.			
		To evaluate their and peers' games.			
Modelling		To know what the 2Design and Make tool is for.			
		To have explored the different viewpoints in 2Design and Make whilst designing a building.			
		To have adapted one of the vehicle models by moving the points to alter the shape of the vehicle while still maintaining its form.			
		To have explored how to edit the polygon 3D models to design a 3D model for a purpose.			
		To have refined one of their designs to prepare it for printing.			
		To have printed their design as a 2D net and then created a 3D model.			
		To have explored the possibilities of 3D printing.			
Concept Maps		To understand the need for visual representation when generating and discussing complex ideas.			
		To understand and use the correct vocabulary when creating a concept map.			
		To create a concept map.			
		To understand how a concept map can be used to retell stories and present information.			
		To create a collaborative concept map and present this to an audience.			