



# Computing

Years 5 and 6 Cycle A



Young Authors	Heroes and Villains	Stocks and Shares	Appy Time 1	Appy Time 2	Let's Learn a Language
<ul style="list-style-type: none"><li>○ Understand the use of illustration in children's books.</li><li>○ Plan own children's story and generate a mind map detailing ideas.</li><li>○ Produce a storyboard and structure tools.</li><li>○ Create book using Book Creator app and illustrate using the Brushes app.</li><li>○ Add audio and publish their books.</li></ul>	<ul style="list-style-type: none"><li>○ Understand what Scratch is and the user interface.</li><li>○ Build blocks of code.</li><li>○ Edit code to meet a new requirement</li><li>○ Design sprites and make them move.</li><li>○ Add background images on the stage.</li><li>○ Write code that uses a loop and understand how a loop works.</li></ul>	<ul style="list-style-type: none"><li>○ Interpret data presented to them</li><li>○ Develop an understanding of how stocks are bought and sold</li><li>○ Research share prices</li><li>○ Deliver their 'pitch' to the class to explain their investment strategy</li><li>○ Decide where to invest money and monitor and record their investments performance.</li><li>○ Create a presentation explaining their reasons for their investment.</li></ul>	<ul style="list-style-type: none"><li>○ Learn about wearable technology and develop an initial idea for their own wearable technology.</li><li>○ Design their idea using a range of materials.</li><li>○ Create a mock up of their interface.</li><li>○ Understand the concept of prototyping</li><li>○ Film advert for their wearable technology.</li><li>○ Manage and manipulate images, audio and video.</li></ul>	<ul style="list-style-type: none"><li>○ Learn the fundamentals of visual coding and problem solving.</li><li>○ Learn how to create their own Flappy game.</li><li>○ Create a game guided by an online tutorial using Touch Develop.</li><li>○ Use Xcode to make a simple game.</li><li>○ Create a simple app for Android.</li><li>○ Compare and Contrast apps.</li></ul>	<ul style="list-style-type: none"><li>○ Understand the job of a coder.</li><li>○ Learn about Javascript.</li><li>○ Write and adapt programmes using Javascript and how it can be used.</li><li>○ Write and adapt programmes using Python.</li><li>○ Solve coding problems.</li></ul>