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|  **Year 5 Computing Autumn 1** |
| What should I already know? | What am I going to learn in this unit? | Vocabulary I need to know |
| * I know how to use technology safely
* I know what acceptable and unacceptable behaviour means
* I know what acceptable and unacceptable behaviour is when using technology
* I know what inappropriate behaviour looks like in school
* I know who to report concerns and inappropriate behaviour to in school and at home
* I know how to report concerns and inappropriate behaviour in school and at home
* I know who my trusted adults are in school and outside of school
* I know what a spreadsheet is
* I know how a questionnaire collects information
* I can create a questionnaire to collect specific information
* I can input data from a questionnaire into a spreadsheet
* I can export data from a spreadsheet into a chart
* I know why data is presented in charts
* I can change data in a spreadsheet
* I can observe the change when data is changed in a spreadsheet
 | Digital Literacy:1. I can contribute to a class discussion to create e – safety rules
2. I know how to use technology safely
3. I know what acceptable and unacceptable behaviour means
4. I know what acceptable and unacceptable behaviour is when using technology
5. I know what inappropriate behaviour looks like in a range of contexts
6. I know who to report concerns and inappropriate behaviour to a range of contexts
7. I know how to report concerns and inappropriate behaviour in a range of contexts
8. I know who my trusted adults are in school and outside of school

Information Technology:1. I know what WWW is
2. I know what the internet is
3. I can explain the difference between www and the internet
4. I know there are other services the internet can offer

Computer Science:1. I know what a condition is
2. I can identify a condition in an algorithm
3. I can modify a condition in an algorithm
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| Internet | a global network of computers |
| World Wide Web | the part of the internet that can be accessed through websites  |
| algorithm  | a sequence of instructions that are followed to complete a task |
| condition  | the state of something in the program that's true or false |
| debug  | when you find an issue in the program that you have written and repair it |

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