

Computer Science Medium Term Planning **Year 5**

| 5.1 We are photographers Themed photography | 5.2 We are architects Creating a virtual space | 5.3 Internet and the World Wide Web | 5.5 We are statisticians Analysing data | 5.6 We are traders Summer fete games |
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| <ul style="list-style-type: none"> • To develop a sensitivity to the qualities of effective and evocative photographs • To develop technical skills in taking and uploading photographs • To develop skills in evaluating, tagging and rating photographs, including providing feedback to their peers • To edit digital photographs to enhance original images • To present their work to the best effect • Picasa | <ul style="list-style-type: none"> • To understand the work of architects, designers and engineers working in 3-D • To develop familiarity with a simple CAD tool • To develop greater spatial awareness through exploring and experimenting with a 3-D virtual environment • To develop greater aesthetic awareness • Sketchup | <ul style="list-style-type: none"> • Understand computer networks including the internet; how they can provide multiple services such as the world-wide web; and the opportunities they offer for communication and collaboration. • Use search technologies effectively, appreciate how results are selected and ranked. • Use Technology safely, respectfully and responsibly. • Internet browser • Trace route: http://en.dnstools.ch/visual-traceroute.html | <ul style="list-style-type: none"> • To increase understanding of the stages of a statistical investigation • To form plausible statistical hypotheses that are capable of investigation • To collect meaningful data, or have an understanding of how it would be collected • To use software to explore data visually • To use software to create charts that address the hypotheses in question • To document their findings accurately and fairly • Microsoft Excel | <ul style="list-style-type: none"> • To develop skills in computer graphics • To analyse problems logically to identify a solution • To develop programming skills, particularly in relation to interface design and randomisation • To use spreadsheets to analyse or model aspects of their game design • To use iterative development techniques to refine and improve their programs • Scratch |