Year 5 - Skills & Knowledge Progression By Strand

Year	Multimedia	Programming	Online	E-Safety	Data
5	**Unit 1: eBooks (Powerpoint)** Create a new ebook with a front cover and add/remove pages/sub pages. Produce a multimedia ebook combining video, pictures, text and audio Attach author data for publishing and publish book. **Unit 2: Sound Recording (Audacity)** Collect audio from a variety of sources including own recordings and internet clips. Create a multi-track recording using effects. Edit and refine their work to improve outcomes.	**Unit 1: Scratch *The Ghostly woods*** Use external triggers and infinite loops to control sprites. Create and edit variables Use conditional statements **Unit 2: Scratch Robot Wars** Use variables to configure external outputs within Scratch Use external inputs to control external outputs Use conditional statements and infinite loops	**Unit 1: Internet research** Use advanced search functions in Google, e.g. quotations. Understand websites such as Wikipedia are made by users (link to E-Safety) Use strategies to check the reliability of information, e.g. checking with books. Use their knowledge of domain names to aid their judgment of the validity of websites. **Unit 2: Cloud computing** Understand files may be saved off their device in 'clouds' (servers). Upload/download a file to the cloud on different devices. Understand about syncing files using cloud computing folders.	Judge what sort of privacy settings might be relevant to reducing different risks. Judge when to answer a question online and when not to. Be a good online citizen and friend, not a 'digital bystander'. Articulate what constitutes good behaviour online. Find and cite the web address for any information or resource found online. Use different sources to double check information found.	Create data collection forms and enter data from these accurately. Know how to check for and spot inaccurate data. Know which formulas to use when I want to change my spreadsheet model. Make graphs from the calculations on my spreadsheet.

Year 5 - **Key Knowledge Objectives –** *Programming*

- Algorithms may be decomposed into component parts (procedures), each of which itself contains an algorithm.
- Algorithms can include selection (if) and repetition (loops).
- The behaviour of a program should be planned.
- One or more mechanisms for *selecting* which statement sequence will be executed, based upon the value of some data item