Upper Juniors Cycle A Computing

Autumn Term A
Computing Systems – Sharing Information
Explain that computers can be connected together to form systems; recognise the role of computer systems in our lives; recognise how information is transferred over the internet; explain how sharing information online lets people in different places work together; contribute to a shared project online; evaluate different ways of working together online.

Autumn Term B
Creating Media – Vector Drawings
Identify that drawing tools can be used to produce different outcomes; create a vector drawing by combining shapes; use tools to achieve a desired effect; recognise that vector drawings consist of layers; group objects to make them easier to work with; evaluate my vector drawing.

Spring Term A
Creating Media – Video Editing
Recognise video as moving pictures, which can include audio; identify digital devices that can record video; capture video using a digital device; recognise the features of an effective video; identify that video can be improved through re-shooting and editing; consider the impact of the choices made when making and sharing a video.

Spring Term B
Data and Information – Flat-file Databases
Use a form to record information; compare paper and computer-based databases; outline how grouping and then sorting data allows us to answer questions; explain that tools can be used to select specific data; explain that computer programs can be used to compare data visually; apply my knowledge of a database to ask and answer real-world questions.

Summer Term A
Programming A – Selection in Physical Computing
Control a simple circuit connected to a computer; write a program that includes count-controlled loops; explain that a loop can stop when a condition is met, eg number of times; conclude that a loop can be used to repeatedly check whether a condition has been met; design a physical project that includes selection; create a controllable system that includes selection.

Summer Term B
Programming B – Selection in Quizzes
Explain how selection is used in computer programs; relate that a conditional statement connects a condition to an outcome; explain how selection directs the flow of a program; design a program which uses selection; create a program which uses selection; evaluate my program.