Computing Years 5 and 6

In Years 5 and 6 pupils:

• Set IF conditions for movements. Specify types of rotation giving the number of degrees.
• Change the position of objects between screen layers (send to back, bring to front).
• Upload sounds from a file and edit them. Add effects such as fade in and out and control their implementation.
• Combine the use of pens with movement to create interesting effects.
• Set events to control other events by 'broadcasting' information as a trigger.
• Use IF THEN ELSE conditions to control events or objects.
• Use a range of sensing tools (including proximity, user inputs, loudness and mouse position) to control events or actions.
• Use lists to create a set of variables.
• Use the Boolean operators
() < ()
() = ()
() > ()
()and()
()or()
Not()
to define conditions.
• Use the Reporter operators
() + ()
() - ()
() * ()
() / ()
to perform calculations.
Pick Random () to ()
Join () ()
Letter () of ()
Length of ()
() Mod () This reports the remainder
after a division calculation
Round ()
() of ().
• Collaborate with others online on sites approved and moderated by teachers.
• Give examples of the risks of online communities and demonstrate knowledge of how to minimise risk and report problems.
• Understand and demonstrate knowledge that it is illegal to download copyrighted material, including music or games, without express written permission, from the copyright holder.

• Understand the effect of online comments and show responsibility and sensitivity when online.

• Understand how simple networks are set up and used.

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• Choose the most suitable applications and devices for the purposes of communication.

• Use many of the advanced features in order to create high quality, professional or efficient communications.

• Select appropriate applications to devise, construct and manipulate data and present it in an effective and professional manner.