**Year 5 Computing Curriculum – Autumn 2**

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| **Theme: Flat-File Databases** | | | | | | | | |
| **Curriculum objectives** | | | **Vocabulary** | | | | | **Links across the curriculum** |
| - Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content - Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information | | | **Keyword** | Definition | structure | The make up of something | | **[Maths](https://assets.publishing.service.gov.uk/media/5a7da548ed915d2ac884cb07/PRIMARY_national_curriculum_-_Mathematics_220714.pdf) – Statistics (Year 5)**   * complete, read and interpret information in tables, including timetables. | |
|  | | | attribute | The quality or characteristic of something | order | To group | |  | |
|  | | | value | An amount attributed to something | organise | To group or order | |  | |
|  | | | database | A comprehensive collection of data | selecting | The rationale behind which a decision is made | |  | |
|  | | | equal | To be of the exact same value as something | chart | The graphical way the data is presented | |  | |
|  | | | separate | To be singular or on one’s own | axis | The planes (x and y) to which two lines meet | |  | |
| **Prior Knowledge:**  Year 1 – Grouping Data; Year 2 – Pictograms; Year 3 – Branching Databases; Year 4 – Data Logging | | | | | **Future Knowledge:**  Year 6 - Spreadsheets | | | |
| **Lesson Sequence** | | **Key Knowledge** | | | | | **Key Skills** | |
| 1. Creating a paper-based database | | In this lesson, learners will create a paper version of a record card database. Using a card template, they will create a data set, with each learner creating eight to ten cards linked to a theme, e.g. animals. They will complete records for each of the animals in their database and then they will physically sort the cards to answer questions about the data. | | | | | To use a form to record information   * I can create a database using cards * I can explain how information can be recorded * I can order, sort, and group my data cards | |
| 2. Computer databases | | In this lesson, learners will use a computer-based database to examine how data can be recorded and viewed. They will learn that a database consists of ‘records’, and that each record contains ‘fields’. In addition, they will order records in different ways and compare this database to the paper database they created in Lesson 1. | | | | | To compare paper and computer-based databases   * I can explain what a field and a record is in a database * I can navigate a flat-file database to compare different views of information * I can choose which field to sort data by to answer a given question | |
| 3. Using a database | | In this lesson, learners will investigate how records can be grouped, using both the paper record cards created in Lesson 1 and a computer-based database from J2E. They will use ‘grouping’ and ‘sorting’ to answer questions about the data. | | | | | To outline how you can answer questions by grouping and then sorting data   * I can explain that data can be grouped using chosen values * I can group information using a database * I can combine grouping and sorting to answer specific questions | |
| 4. Using search tools | | In this lesson, learners will develop their search techniques to answer questions about the data. They will use advanced techniques to search for more than one field, and will practise doing this through both unplugged methods (without using computers), and using a computer database. | | | | | To explain that tools can be used to select specific data   * I can choose which field and value are required to answer a given question * I can outline how ‘AND’ and ‘OR’ can be used to refine data selection * I can choose multiple criteria to answer a given question | |
| 5. Comparing data visually | | In this lesson, learners will consider what makes a useful chart, and how charts can be used to compare data. They will create charts from their data in order to answer questions about it. | | | | | To explain that computer programs can be used to compare data visually   * I can select an appropriate chart to visually compare data * I can refine a chart by selecting a particular filter * I can explain the benefits of using a computer to create charts | |
| 6. Databases in real life | | The final lesson requires learners to use a real-life database to ask questions and find answers in the context of a flight search based on set parameters. They will take on the role of a travel agent and present their findings, showing how they arrived at their chosen options. Presentations may be given between groups of learners, or by each group to the whole class, depending on the time available. | | | | | To use a real-world database to answer questions   * I can ask questions that will need more than one field to answer * I can refine a search in a real-world context * I can present my findings to a group | |
| **Themes and links** | | | | | | | | |
| **Computing themes** | **Where these are covered:** | | | | | | | |
| **Technology around us**  Autumn 1 | * Scratch links to the real world and computer games the children know. | | | | | | | |
| **Digital painting**  Autumn 2 | * Understanding the need for coding and algorithms | | | | | | | |
| **Programming A**  Spring 1 | * Programming the Scratch | | | | | | | |
| **Data /information**  Spring 2 | * Storing the commands and the effect on language on the outcome of your commands. | | | | | | | |
| **Creating media**  Summer 1 | * Your own designs of Scratch | | | | | | | |
| **Programming B**  Summer 2 | * Using Scratch to implement an algorithm as a code | | | | | | | |