Year 5 & 6 Cycle A Computing – Medium Term Planning					
Autumn 1 Computing Systems and Networks: Systems & Searching (DL)	Autumn 2 Creating Media: Vector Drawing (IT)	Spring 1 Programming A : Variables in games (CS)	Spring 2 Data & Information: Flat-file databases (IT)	Summer 1 Creating Media: Webpage Creation (IT)	Summer 2 Programming B: Sensing Movement (CS)
1) To explain that computers can be connected together to form systems 2) To recognize the role of computer systems in our lives 3) To identify how to use a search engine 4) To describe how search engines select results 5) To explain how search results are ranked 6) To recognize why the order of results is important and to whom	1) To identify that drawing tools can be used to produce different outcomes 2) To create a vector drawing by combining shapes 3) To use tools to achieve a desired effect 4) To recognise that vector drawings consist of layers 5) To group objects to make them easier to work with 6) To apply what I have learned about vector drawings	1) To define a 'variable' as something that is changeable 2) To explain why a variable is used in a program 3) To choose how to improve a game by using variables 4) To design a project that builds on a given example 5) To use my design to create a project 6) To evaluate my project	1) To use a form to record information 2) To compare paper and computer-based databases 3) To outline how grouping and then sorting data allows us to answer questions 4) To explain that tools can be used to select specific data 5) To explain that computer programs can be used to compare data visually 6) To use a real-world database to answer questions	1) To review an existing website and consider its structure 2) To plan the features of a web page 3) To consider the ownership and use of images (copyright) 4) To recognise the need to preview pages 5) To outline the need for a navigation path 6) To recognise the implications of linking to content owned by other people	1) To create a program to run on a controllable device 2) To explain that selection can control the flow of a program 3) To update a variable with a user input 4) To use a conditional statement to compare a variable to a value. 5) To design a project that uses inputs and outputs on a controllable device 6) To develop a program that uses inputs and outputs on a controllable device