

Year 5

Network

Systems and Networks
Recognise how information is shared online.



Creating Media
Create a vector drawing by combining shapes and a number of layers.



Creating Media
Capture video using a digital device. Use editing to improve.

Online

Programming B
Explain how selection directs the flow of a program.

Programming A
Control a simple circuit connected to a computer. Create a controllable system.

Data and Information
Apply knowledge of databases to ask and answer real-world questions.

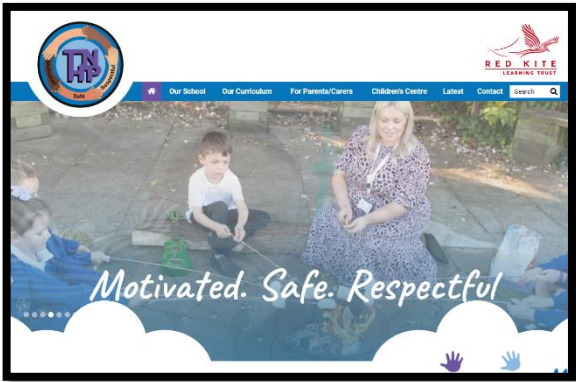
Technology

Year 6

Programming

Systems and Networks
Evaluate different methods of online communication

Creating Media
Recognise that you can work in 3D on a computer. Create a 3D model for a purpose



Data



Creating Media
Plan out the features of a web page.

Media

Programming B
Develop a program to use inputs and outputs on a controllable device.

Programming A
Improve a game using variables and design a project that builds on a given example.

Data and Information
Build a data set in a spreadsheet, applying formulae to data.

Systems



Computers

