



Year 5 Computing

Summer 1: We Are Adventure Gamers

Session	National Curriculum Statement	WALT	Learning Outcomes (Success Criteria)	Resources	Vocabulary
<p>Subject Cultural Capital = Using & Applying computing knowledge to solve problems</p> <p>Differentiation = please see the differentiation for the EXC EM & SEND (Please see SEND pupils IEPs when planning)</p> <p>Minimum expectations to check for understanding during lessons = targeted questioning / mini whiteboards/ peer talk /thumb signs</p> <p>Long term memory skill development strategy = LAST, LAST, LAST linked to the WALT</p> <p>Literacy & Numeracy skills development = ICT vocabulary bank linked to the WALT & include numeracy skills where they are linked to the WALT in the weekly planning</p>					
<p>On-Line Safety: Pupils should observe good practice when searching for and selecting digital content. They should use Creative Commons licensed images in their interactive presentation and should respect the conditions attached to these. Pupils will be working collaboratively on a shared presentation, and later will be providing online feedback to other pupils. Establish ground rules of respect and kindness and ensure that pupils' contributions can be identified.</p>					
1	<p>Use search technologies effectively</p> <p>Use a variety of software (including Internet services) on a range of digital devices to design and create content that accomplish given goals, including presenting information.</p>	<p>To plan an interactive adventure game</p>	<p>Children play a text based adventure game.</p> <p>Children know what an interactive presentation is.</p> <p>Children work in pairs using google slides to create an adventure game.</p>	<p>Laptops/desktops</p> <p>Google slides</p> <p>Voice recorders</p>	<p>abstraction</p>
2	<p>Use a variety of software (including Internet services) on a range of digital devices to design and create content that accomplish given goals, including presenting information.</p> <p>Use technology safely, respectfully and responsibly.</p>	<p>To create text describing the locations and situations in a game</p>	<p>Children can add a new slide to their game, add a text box and write engaging text/description.</p> <p>Children can add hyperlinks.</p>	<p>Laptops/desktops</p> <p>Google slides</p> <p>Voice recorders</p>	<p>abstraction</p>

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3	<p>Use search technologies effectively</p> <p>Use a variety of software (including Internet services) on a range of digital devices to design and create content that accomplish given goals, including presenting information.</p> <p>Use technology safely, respectfully and responsibly.</p>	To locate appropriate images for an adventure game	<p>Children can resize and crop images to fit in their game.</p> <p>Children can modify a text box to ensure it remains easy to read when placed over an image.</p>	<p>Laptops/desktops</p> <p>Google slides</p> <p>Voice recorders</p>	<p>SafeSearch</p> <p>Creative commons</p> <p>Colour values</p> <p>pixels</p>
4	Use a variety of software (including Internet services) on a range of digital devices to design and create content that accomplish given goals, including presenting information.	To create hyperlinks between the slides of a game	<p>Children understand the different ways that links between pages can be created.</p>	<p>Laptops/desktops</p> <p>Google slides</p> <p>Voice recorders</p>	hyperlink
5	Use a variety of software (including Internet services) on a range of digital devices to design and create content that accomplish given goals, including presenting information.	To record and add audio to the game	<p>Children recall ways to record audio.</p> <p>Children can record and download audio as an MP3 file and add to slides.</p>	<p>Laptops/desktops</p> <p>Google slides</p> <p>Voice recorders</p>	MP3
6	To review and give feedback on others' adventure games	To review and give feedback to others' adventure games	<p>Children evaluate games and identify features of a good game.</p>	<p>Laptops/desktops</p> <p>Google slides</p> <p>Voice recorders</p>	