

## Unit summaries

	Computing systems and networks	Creating media	Programming A	Data and information	Creating media	Programming B
Year 5	<b>Systems and searching</b> Recognising IT systems in the world and how some can enable searching on the internet.	<b>Video production</b> Planning, capturing, and editing video to produce a short film.	<b>Selection in physical computing</b> Exploring conditions and selection using a programmable microcontroller.	<b>Flat-file databases</b> Using a database to order data and create charts to answer questions.	<b>Introduction to vector graphics</b> Creating images in a drawing program by using layers and groups of objects.	<b>Selection in quizzes</b> Exploring selection in programming to design and code an interactive quiz.
Year 6	<b>Communication and collaboration</b> Exploring how data is transferred by working collaboratively online.	<b>Webpage creation</b> Designing and creating webpages, giving consideration to copyright, aesthetics, and navigation.	<b>Variables in games</b> Exploring variables when designing and coding a game.	<b>Introduction to spreadsheets</b> Answering questions by using spreadsheets to organise and calculate data.	<b>3D modelling</b> Planning, developing, and evaluating 3D computer models of physical objects.	<b>Sensing movement</b> Designing and coding a project that captures inputs from a physical device.