## Technology in our lives

Describe different parts of the Internet.

Use different online communication tools for different purposes.

Use a search engine to find appropriate information and check its reliability.
Recognise and evaluate different types of information they find on the World Wide Web.

Describe the different parts of a webpage.

Find out who the information on a webpage belongs to

Know which resources on the Internet they can download and use.

Describe the ways in which websites advertise their products to them.

## Handling Data

Use a spreadsheet and database to collect and record data.

Choose an appropriate tool to help them collect data.

Present data in an appropriate way.

Search a database using different operators to refine their search.

Talk about mistakes in data and suggest how it could be checked.

## End of Year Expectations

## Computing

## Year 5

## E-Safety

Choose a secure password and screen name.

Protect their password and other personal information.

Explain why they need to protect themselves and their friends and the best ways to do this, including reporting concerns to an adult.

Know that anything they post online can be seen, used and may affect others.

Talk about the dangers of spending too long online or playing a game.

Explain the importance of communicating kindly and respectfully.

Discuss the importance of choosing an age-appropriate website, app or game.

Explain why they need to protect their computer or device from harm.

## Multimedia

Use text, photo, sound and video editing tools to refine their work.

Use the skills they have already developed to create content using unfamiliar technology.

Select, use and combine the appropriate technology tools to create effects that will have an impact on others.

Select an appropriate online or offline tool to create and share ideas.

Review and improve their work and support others to improve their work.

## Programming

Decompose a problem into smaller parts to design an algorithm for a specific outcome and use this to write a program.

Refine a procedure using repeat commands to improve a program.

Use a variable to increase programming possibilities.

Change an input to a program to achieve a different output.

Use 'if' and 'then' commands to select an action.

Talk about how a computer model can provide information about a physical system.

Use logical reasoning to detect and debug mistakes in a program.

Use logical thinking, imagination and creativity to extend a program.