

# Computing

Subject: Computing  
 Year group: 5/6  
 Cycle: B Spring  
 Focus:  
 Programming  
 Variables

**Intent**

At Hady Primary School, the children have access to an engaging and inspiring computing curriculum that equips pupils with the essential skill of computational thinking. Children are provided with the opportunity to develop their creativity through the use of a wide range of programs and applications that make deep links with mathematics, science and design and technology. At Hady, children immerse themselves into the world of computer science through first hand use of chrome books, iPads and interactive whiteboards.

Specific Knowledge	
Key Vocabulary	
Word	Definition
Variable	A named piece of data (often a number or text) stored in a computer's memory, which can be accessed and changed by a computer program
Integers	A data type used to represent real numbers
Strings	A data type used in programming, that is used to represent text rather than numbers
Condition	A statement that can be either True or False
Run (execute)	To action the commands in a program
Subroutine	A named sequence of commands designed to perform a specific task
<b>How do previous questions/topics link to the current topic?</b>	
Learners will have had prior experience of programming in Scratch.	
They should be familiar with the programming constructs of sequence, repetition, and	

**Enabling Knowledge**

To define a 'variable' as something that is changeable

To explain why a variable is used in a program

To choose how to improve a game by using variables

To design a project that builds on a given example

To use my design to create a project

To evaluate my project

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## Online Safety

Copyright and Ownership

Strategies for effective reporting and intervention and how bullying and other aggressive behaviour relates to legislation

**Assessment— Assessment opportunities are detailed in each lesson plan and can be used in each session. Summative assessment opportunity at the end of the unit.**