

Computing

Curriculum End Points

Year Five

Strand: Programming

Topic: Selection in physical computing/Selection in quizzes



- Explain that a condition controlled loop can only be true or false, and that it will stop when a condition is met.
- Explain that when a condition is met, a loop will complete a cycle before it starts.
- Create a condition-controlled loop
- Use a condition in an 'if...then' statement to start an action
- Use selection to switch the program flow
- Use a condition in an 'if...then...else' statement to produce given outcomes

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Year Five

Strand: Computing Systems and Networks

Topic: Systems and searching



- Explain that computers can be connected together to form IT systems
- Describe the input and output of a search engine
- Demonstrate that different search terms produce different results
- Explain how ranking is determined by rules, and that different search engines use different rules
- Identify some of the limitations of search engines
- Evaluate the results of search terms

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Year Five

Strand: Creating Media

Topic: Video production



- Identify features of a video recording device or application
- Use different camera angles
- Use pan, tilt and zoom
- Combine filming techniques for a given purpose
- Determine what scenes will convey your idea
- Choose to reshoot a scene or improve later through editing
- Decide what changes to make when editing
- Use split, trim and crop to edit a video

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Strand: Creating Media

Topic: Vector Drawing



- Add an object to a vector drawing
- Select one object or multiple objects
- Delete, duplicate, modify, reposition, group/ungroup objects
- Move objects between the layers of a drawing
- Combine options to achieve a desired effect
- Create a vector drawing for a given purpose
- Consider the impact of choices made