Walkwood
Church of England Middle School

KS2 Computing

Year 5 — *1 lessons per fortnight*

Season	Wk	Topic	Learning Content	Assessment
Autumn	1–6	Intro + SMART Rules	Understand how the school network connects devices. Log in safely using usernames and passwords. Follow SMART rules for safe online behaviour. Recognise and respond to online risks in real-life scenarios. Use strong passwords and log out properly. Report anything unsafe or upsetting online. Network, Server, Router, Username, Password, Login, File, Folder, SMART Rules, Safe, Meet, Accepting, Reliable, Tell, Online, Internet, Cyberbullying, Privacy, Personal Information, Secure, Report, Digital Citizen	
Autumn	7–15	Office Passport	Improve typing skills using both hands and correct finger placement. Create and format a document in Microsoft Word (font, size, colour, alignment). Use basic tools like bold, italic, underline, and bullet points. Insert and format images in a Word document. Plan and create a simple presentation using PowerPoint. Add text, images, and transitions to slides. Present information clearly and confidently using digital tools. Typing, Keyboard, Home Row, Word Processor, Microsoft Word, Font, Size, Colour, Bold, Italic, Underline, Alignment, Bullet Points, Image, Insert, Format, PowerPoint, Slide, Presentation, Transition, Layout, Digital Tools	
Spring	1–6	Systems and searching	Identify a computer system's key parts (hardware and software). Understand that search engines use rules (algorithms) to rank results. Use keywords effectively to find accurate information online. Evaluate search results for relevance and reliability. Apply SMART rules when searching and using online content. Computer System, Hardware, Software, Network, Internet, Search Engine, Algorithm, Keywords, Ranking, Relevance, Reliability, Online Safety, SMART Rules, Information, Digital Citizen, Safe Searching	
Spring	7–12	Video Editing	Understand and use important words related to video editing. Spot and describe technical features in different videos. Find and name parts of a digital recording device. Plan a video using different types of camera shots. Film and edit a video using the right tools and techniques. Video Editing, Digital Recording Device, Camera Shots, Planning, Filming, Editing, Tools, Techniques	
Summer	1–6	Digital Databases	Understand what a flat-file database is and why it is useful. Use a flat-file database to store and search for information. Create simple queries to find specific data in a flat-file database. Flat-File Database, Data, Information, Store, Search, Query, Fields, Records, Sort, Filter, Extract	
Summer	7–12	Scratch Quizzes	Understand what a quiz is and how it works in Scratch. Plan a quiz with questions, answers, and scoring. Use Scratch blocks to create questions and check answers. Use variables to keep score. Add sound, images, and feedback to make the quiz interactive. Test and improve the quiz based on feedback. Scratch, quiz, question, answer, score, variable, block, input, output, sprite, feedback, interactive, test, debug	

Year 6 — *1 lessons per fortnight*

Topic	Learning Content	Assessment
SMART Rules Plus	Review and apply SMART rules for safe online behaviour. Understand what a digital footprint is and how it affects reputation. Recognise different types of cyberbullying. Learn how to respond to and report online concerns. Make safe, respectful choices as a digital citizen. SMART Rules, Digital Footprint, Reputation, Cyberbullying, Reporting, Privacy, Digital Citizen	
Communication and Collaboration	To be able to describe how data transfer takes place. To recognise IP addresses and data packets. To recognise the different methods of online communication. To collaborate on a project with a peer/colleague. Data Transfer, IP Address, Data Packets, Online Communication, Email, Messaging, Video Call, Collaboration, Project Sharing, Peer Work	
Data Analysis	Collect and organise data using digital tools like spreadsheets. Create charts and graphs to show data clearly. Use simple formulas and functions to help work out answers quickly. Look at data to spot patterns and make smart decisions. Understand how data is used in real life, like in shops, sports, and science. Data, Chart, Graph, Table, Sort, Filter, Formula, Function, Pattern, Trend, Organise, Calculate, Results, Spreadsheet, Information	
3D Modelling (CAD)	Understand what 3D modelling is & how it is used. Explore working in a 3D space by moving, resizing, and duplicating objects. Create hollow shapes using placeholders. Combine shapes to build a model of a desk tidy. Learn how grouping and ungrouping objects helps with modelling. Plan, design, & evaluate a 3D model of a building. 3D model, 3D space, object, resize, duplicate, placeholder, hollow, combine, group, ungroup, design, evaluate	
BlockCoding Games	Plan a game with characters, goals, and rules. Use blocks to control movement, events, and scoring. Add backgrounds, sprites, and sound effects. Use variables, loops, and conditionals to make the game interactive. Test, debug, and improve the game based on feedback. MakeCode Arcade, block coding, sprite, background, event, loop, conditional, variable, score, input, output, debug, test, game design	
Micro:bit Transition	Learn what a micro:bit is and what it can do. Use inputs like buttons and sensors to control the micro:bit. Create outputs using LEDs, sound, and messages. Build and test fun projects like step counters or message displays. micro:bit, MakeCode, input, output, LED, button, sensor, program, block coding, test, debug	