**Year 5/6 Summer 2 Computing**

**Inventing a product**

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| Prior Learning  |
| Children will have used Google in previous topics to help with this particular unit.  |
| Key vocabulary for this unit |
| AdaptBugsDesignEvaluateImagesInputsOpinionsProductScreenshotAdvertCodingInformationManiplulationPhotos | EditFactsInfluenceLoopsOutputProgramSearch engineAlgorithmDebuggingElectronicImage rightsRepetitionSelection  |
| Learning Sequence |
| **Portrait Work** | To use the art-based programme (Revelation Natural Art) to create portraits for reports.  |
| **Invention design**  | To design an electronic product.  |
| **Coding and debugging** | To code and debug a programme. |
| **Computer aided design (CAD)** | To use CAD to design a product. |
| **My product’s website** | To create a website. |
| **Video alert** | To create and edit a video. |
| **Persuasive advertisements** | To understand the techniques used in advertising a product.  |
| Assessment milestones |
| **ICT Knowledge:*** To know what designing an electronic product involves.
* To know which programming software/language is best to achieve a purpose.
* To know the building blocks of computational thinking e.g. sequence, selection, repetition, variables and inputs and outputs.
 | **ICT skills:*** Using past experiences to help solve new problems.
* Writing increasingly complex algorithms for a purpose.
* Debugging quickly and effectively to make a program more efficient.
* Remixing existing code to explore a problem.
* Changing a program to personalise it.
* Evaluating code to understand its purpose.
* Predicting code and adapting it to a chosen purpose.
* Using logical thinking to explore software independently, iterating ideas and testing continuously.
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