**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 | | |
| Adapt  Bugs  Design  Evaluate  Images  Inputs  Opinions  Product  Screenshot  Advert  Coding  Information  Maniplulation  Photos | | Edit  Facts  Influence  Loops  Output  Program  Search engine  Algorithm  Debugging  Electronic  Image rights  Repetition  Selection |
| 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. |