Year 5/6 Summer 2 Computing
Inventing a product

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.