



Our Lady's R.C. Primary School
Computing

Topic	Sharing information	Vector drawing	Video editing
Objectives	<p>To explain that computers can be connected together to form systems</p> <p>To recognise the role of computer systems in our lives</p> <p>To recognise how information is transferred over the internet</p> <p>To explain how sharing information online lets people in different places work together</p> <p>To contribute to a shared project online</p> <p>To evaluate different ways of working together online</p>	<p>To identify that drawing tools can be used to produce different outcomes</p> <p>To create a vector drawing by combining shapes</p> <p>To use tools to achieve a desired effect</p> <p>To recognise that vector drawings consist of layers</p> <p>To group objects to make them easier to work with</p> <p>To apply what I have learned about vector drawings</p>	<p>To explain what makes a video effective</p> <p>To use a digital device to record video</p> <p>To capture video using a range of techniques</p> <p>To create a storyboard</p> <p>To identify that video can be improved through reshooting and editing</p> <p>To consider the impact of the choices made when making and sharing a video</p>
Vocab	<p>Text, images, advantages, disadvantages, communicate</p> <p>Font, font style, template</p> <p>Landscape, portrait, orientation, placeholder, template</p> <p>Desktop publishing, copy, paste</p> <p>Layout, purpose</p> <p>Desktop publishing, benefits</p>	<p>Vector, drawing tools, shapes, object, icons, toolbar, move, resize, colour, rotate, duplicate/copy</p> <p>Organise, zoom, select, alignment grid, handles, consistency, modify</p> <p>Layers, front, back, order</p> <p>Copy, paste, group, ungroup, duplicate, object, vector drawing, reuse, Improvement, evaluate, alternatives</p>	<p>Video, audio, recording, storyboard, script, soundtrack, dialogue, capture, zoom, storage, digital, tape, AV (audio visual), recording, save, videographer.</p> <p>Video techniques: Zoom, pan, tilt, angle</p> <p>Video, lighting, setting, YouTuber, content, light, audio/sound, camera angle, colour</p> <p>Export, computer, Microsoft Movie Maker, split, trim/clip, edit, titles, end credits, timeline, transitions, soundtrack, content, retake/reshoot (choose agreed language)</p> <p>special effects, title screen, end credits, export, constructive feedback</p>
Topic	Flat-file databases	Selection in physical computing	Selection in quizzes



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<p>Objectives</p>	<p>To use a form to record information To compare paper and computer-based databases To outline how grouping and then sorting data allows us to answer questions To explain that tools can be used to select specific data To explain that computer programs can be used to compare data visually To apply my knowledge of a database to ask and answer real-world questions</p>	<p>To control a simple circuit connected to a computer To write a program that includes count-controlled loops To explain that a loop can stop when a condition is met To explain that a loop can be used to repeatedly check whether a condition has been met To design a physical project that includes selection To create a program that controls a physical computing project</p>	<p>To explain how selection is used in computer programs To relate that a conditional statement connects a condition to an outcome To explain how selection directs the flow of a program To design a program which uses selection To create a program which uses selection To evaluate my program</p>
<p>Vocab</p>	<p>Database, data, information, record, field, sort, order, group, search, sort, order, criteria, graph, chart, axis, compare, filter, presentation</p>	<p>Microcontroller, Crumble controller, components, LED, Sparkle, crocodile clips, connect, battery box, program, repetition, infinite loop, output devices, motor, count-controlled loop, switch, condition, true, false, input, selection, action Task, design, selection, algorithm, program, debug, evaluate</p>	<p>Selection, condition, true, false, count controlled loop, outcomes, conditional statement - the linking together of a condition and outcomes - algorithm, program, debug, question, answer, Task, design, input, selection, condition, outcomes Implement, test, run, debug, test, setup, share, evaluate, constructive</p>



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