Computing Intention Map

Upper Key Stage Two

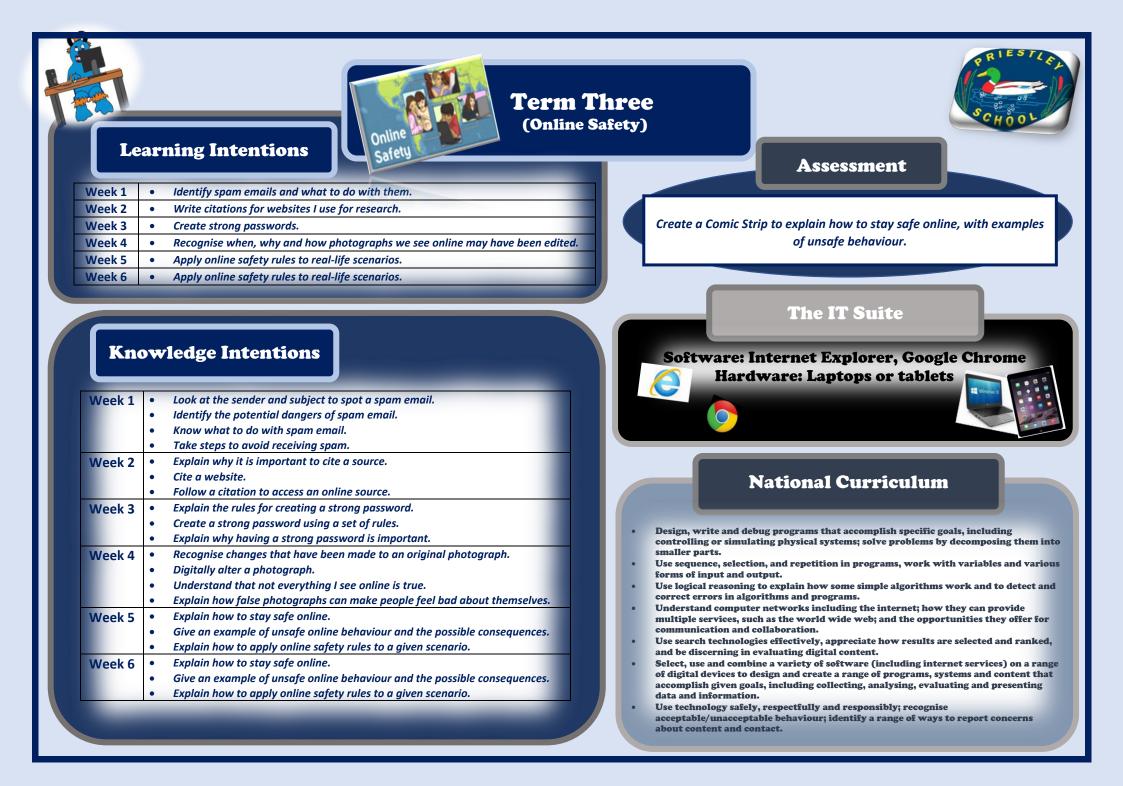


Intention Map 2023 - 2024

Placing learning at the heart of everything we do.

Learning In Week 1 • enter data and for	ntentions Spreadsheets	Term One (Spreadsheets)	Assessment
Week 3 • add, edit and calc Week 4 • use a spreadshee Week 5 • plan and calculat	at data based on calculations. culate data. et to solve problems. te a spending budget heet for a specific purpose.		Design a spreadsheet for a specific purpose.
Type text and	tentions using rows and columns. numbers into cells. function to add numbers together.		The IT Suite Software: Microsoft Excel Hardware: Laptops
Week 2 • Use the fill too • Insert a bar or • Format aspect • Sort data app Week 3 • Use formulas	function to perform further calculations. ol to copy formulas correctly. r column graph. ts of a bar or column graph. ropriately. to calculate totals and averages. lifferent criteria.		National Curriculum Design, write and debug programs that accomplish specific goals, including
Add extra date Edit existing d Week 4 Create a form Replicate form Check calculat Interpret data	a, including inserting rows or columns. lata and be aware of the results. rula to solve a specific calculation (using figures and cell ref nulas over several cells. tions for errors. a and make comparisons.	ierences).	controlling or simulating physical systems; solve problems by decomposing them into smaller parts. Use sequence, selection, and repetition in programs, work with variables and various forms of input and output. Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs. Understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer
Calculate tota Calculate a ru Calculate a ru Calculate a ru Calculate a ru Meek 6 Plan the requi Make decision	d items from a given list. Its based on price and quantity of items. Inning total. Immount remaining from a budget. Irements for a new spreadsheet. Ins on formatting to improve the appearance. e of suitable formulas for a purpose.		for communication and collaboration. Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content. Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information. Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.

Le	arning Intentions	
Week 1	Investigate and evaluate the features of programming software.	
Week 2	Program Kodu using When and Do instructions.	
Week 3	Use tools and add features to create an original landscape in Kodu.	Create a game with an opponent and a path for their character to
Week 4	Analyse and deconstruct code to work out its purpose.	follow in the format of a race.
Week 5	Program a character to be controlled around a custom track to reach a goal.	
Week 6	Program a character to follow an automatic path.	
		The IT Suite
Kr Week 1	 Open Kodu and load a new world. Navigate to and from the Kodu home menu using keyboard or mouse. Follow instructions given in the software. 	Software: Kudo Game Lab Hardware: Laptops
Week 1	 Open Kodu and load a new world. Navigate to and from the Kodu home menu using keyboard or mouse. Follow instructions given in the software. View existing code and explain how it might work. 	
Week 1 Week 2	 Open Kodu and load a new world. Navigate to and from the Kodu home menu using keyboard or mouse. Follow instructions given in the software. View existing code and explain how it might work. Open the Kodu Game Lab and start a new world. Add objects to a world. Program an object to react to an event. Describe the actions of a sequence of commands. 	
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Learning Intentions		n Four ing, Sketch (Up)	Assessment	CHOOL
Week 1 • Draw 3D shapes.	skeichUP		Children create a ro	om with wall features, includi	ng at least 2 windows
Week 2 • Add detail to 3D drawings. Week 3 • Add detail to 3D drawings.			-	decorations and carpets and f arehouse, with some items cop	-
Week 4 • Add and manipulate 3D mo				arenouse, with some items top	neu.
Week 5 • Create a complex 3D mode Week 6 • Create a 3D model of my or		-			
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Knowledge Intentions

Week 1	Draw a 2D shape or line.	
	• Manipulate 2D shapes into 3D shapes.	
Week 2	• Use the measure tool to draw shapes.	
	• Use inference points to draw lines and shapes.	
Week 3	• Use inference points to draw lines and shapes.	
	• Double click to copy push/pull and offset.	
Week 4	• Import 3D models from the 3D Warehouse.	
	Copy and manipulate 3D models.	
Week 5	• Select the tools I need to use for different features.	
	• Use the main tools independently.	
Week 6	• Select the tools I need to use for different features.	
	• Use the main tools in SketchUp.	



National Curriculum

• Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.

- Use sequence, selection, and repetition in programs, work with variables and various forms of input and output.
- Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.
- Understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration.
- Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content.
- Select, use and combine a variety of software (including internet services) on a range
 of digital devices to design and create a range of programs, systems and content that
 accomplish given goals, including collecting, analysing, evaluating and presenting
 data and information.
- Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.

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Learning Intentions



Assessment

An edited and published film to present to the class.

	Line -
Week 1	• Use appropriate software and other tools effectively to write a film script.
Week 2	Locate and check appropriate digital content and provide accurate crediting of sources.
Week 3	Use digital recording devices to film and import into video editing software.
Week 4	Plan, conduct and import video interviews as part of a short film.
Week 5	Use video editing software to create a short film.
Week 6	• Use video editing software to turn a film project into a finished movie and present it.

Knowledge Intentions

Week 1	Plan and write a script using appropriate software.
	• Plan additional elements for filmmaking such as locations and props.
	• Structure the timing of sections to meet a given running time.
Week 2	• Search for relevant information using appropriate websites.
	• Evaluate whether information is reliable or not.
	Cross-check information using different sources.
	Provide accurate crediting for sources of information.
Week 3	Plan and write a script using appropriate software.
	• Plan additional elements for filmmaking such as locations and props.
	• Structure the timing of sections to meet a given running time.
Week 4	Plan suitable questions to ask someone about a given topic.
	• Improvise and react to responses by an interviewee.
	• Frame an appropriate filming shot when interviewing someone.
Week 5	Import video files into video editing software.
	Arrange video files to form a complete film.
	• Create transitions and visual effects to enhance a movie project.
	• Preview a movie project using software and then refine, based on the preview
Week 6	Add finishing touches, including titles and credits, to complete a movie.
	Record narration to add to a movie project.
	• Convert a movie editing project into a finished movie file.
	Play back and present my finished movie.



The IT Suite

Software: <mark>Video editing software</mark> Hardware: Laptops or iPads

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Learning Intentions

Weeks

1 - 6

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Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content.

(Using & Applying Skills)

Term Six

Assessment

Design the ultimate new bedroom for a 10 year old.

Knowledge Intentions

 Explain how Boolean operators can affect my search results. Explain how Boolean operators can be useful when using a search engine. Week 3 Explain that just because information is online doesn't mean it is true. Identify what makes a trusted web page. Identify why trusted websites are important. Week 4 Explain what a web crawler is. Explain how web indexing works. Explain how search engines work. Week 5 Understand that search results are ranked. Explain how search results are ranked. 			
 Access a trusted search engine. Complete a search to find a website or specific information. Week 2 Use keywords to refine my search. Explain how using keywords in my search terms can help when using search engines. Explain how Boolean operators can affect my search results. Explain how Boolean operators can be useful when using a search engine. Week 3 Explain that just because information is online doesn't mean it is true. Identify what makes a trusted web page. Identify why trusted websites are important. Week 4 Explain how search engines works. Explain how search engines work. Week 5 Understand that search results are ranked. Explain how search results are ranked. Suggest some of the criteria that search engines use to decide on web page ranking Compare the page ranking across different search engines. Week 6 Explain what SEO is. Explain why SEO is used on websites. Compare web pages against a specification. 	Week 1	•	Explain what a search engine is.
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Suggest SEO improvements on a website.		•	Compare web pages against a specification.
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