



**Godfrey Ermen Primary School
Lesson overviews Year 5**



Autumn	Spring	Summer
Computing systems and networks: Search engines	Creating media: Stop motion animation	Data handling: Mars Rover 1
L1: Searching basics Naming and comparing search engines. L2: Inaccurate information L3: Web quest L4: Information poster Copyright. Optional Challenge L5	L1: To understand what animation is Explore animation making a flipbook, zoetrope or thaumatrope. L2: Exploring stop motion In pairs take pictures of a ball morphing into something else. Use Microsoft photos to create an animation. L3: Plan my stop motion project Based on topic? L4: Stop motion creation Challenge L5: Editing stop motion project.	Data transfer and binary code L1: Mars rover L2: Read and write numbers using the binary code L3: Computer architecture L4: Using binary numbers (Addition and subtraction) <u>Challenge- L5 representing binary as text</u>
Programming: Music Scratch	Technola Robotics	Data Handling: Mars Rover 2
L1: Tinkering with Scratch Music elements L2: Scratch soundtracks L3: Planning a soundtrack L4: Programming a sound track Challenge L5: Battle of the bands		L1: Pixels L2: Compressing images L3: Fetch, decode and execute L4: Tinker with CAD L5: Tinker CAD tutorials

