

		Year:	5	Skill:	Computer Science
		Taught in Units		What will I learn this year?	
		5.1 Coding		- To begin to simplify code - To begin to understand what decomposition and abstraction are in computer science - To begin to understand what concatenation is and how it works	
		5.5 Game Creator		- To create a playable game - To self and peer evaluate	
Key Vocabulary					What should I already know?
Perspective	Representing three-dimensional objects on two-dimensional surface to give the right impression of their height and depth			To understand how an IF statement works and how to use co-ordinates in computer programming	
Interactive	Responding to a user's input on a computer or device			To understand the 'repeat until' command	
Customise	To modify to suit an individual or task			To recall some of the different parts of a computer	
Interactive	To respond to a user's input on a computer device			What will I learn next?	
playability	A way of measure to see how easy or likeable a game is to play.			To sequence a code thoughtfully	
output	Information that comes out of a computer (e.g. sound)			To gain a better understanding of the internet	
predict	To make your best guess			To recognise that digital systems represent all types of data using number codes that ultimately are patterns of 1s and 0s (called binary digits which is why they are called digital systems).	
sequence	To put into an order			To use flowcharts to create and debug a code	

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