



Computing skills progression Year 5

Year 5 Skills	
Unit	Skills
Computer keypad and touch typing	Refine and build on skills learned in Years 1 and 3.
App design	Use the tools in different presentation software (PowerPoint, Keynote, Google Slides) to design an app about your school with: <ul style="list-style-type: none"> – Slide size and background colour – Text and Images on different pages – Icons – Interactions using hyperlinks
E-book creation	<ul style="list-style-type: none"> Add page colour and style Add, position and format text on different pages Add and position images from camera/web Add audio, including hiding it behind an object. Add hyperlinks to text and images Add and format shapes Use hyperlinks for navigation Add audio to pages Embed content such as maps/Youtube videos
Programming	<ol style="list-style-type: none"> 1. Program list variables that chooses randomly. 2. Program inputs, conditions and sensing for interaction, data variables for scoring and a game timer. 3. Program Inputs, outputs, loops, conditions, sensing and variables.
Music Creation	<ul style="list-style-type: none"> Layer tracks using sounds and effects. Create effective instrument tracks. Edit tracks and effectively adjust volume and add effects. Build a song using Live Loops.
Data handling	<ol style="list-style-type: none"> 1. Select and use non-adjacent cells plus resize multiple cell widths and copy/paste cells (Activity 1) 2. Find data and create a spreadsheet to suit it. (Activity 2) 3. Use formulae to find totals, averages and maximum/minimum numbers (Activity 2) 4. Search a database accurately to find information. (Activity 3)



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