

# Chase View Primary School – ICT Schemes

Year	E-Safety	Programming	Skills in ICT
<b>Year 5</b>	<p><b><u>Common Sense Media Lessons</u></b></p> <ul style="list-style-type: none"> <li>• Strong Passwords - Creating secure passwords</li> <li>• Digital Citizenship Pledge - Working together</li> <li>• You've Won a Prize! - Introduction to Spam</li> <li>• How to Cite a Site - What is a citation?</li> <li>• Picture Perfect - Digital manipulation and the implications</li> </ul> <p><b>Other Resources</b></p> <ul style="list-style-type: none"> <li>• Think You Know Resources</li> <li>• Cybersmart Resources</li> </ul>	<p><b><u>Let's Make it Happen</u></b></p> <ul style="list-style-type: none"> <li>• Discuss with pupils and ask them to give examples and explain how they work and why they might operate in this way. Give pupils a set of sentence strips to put in the correct order - 'how to turn on and login to a school computer'</li> <li>• Write instructions for a friend and ask them to put them in the correct order. Discuss with them if they were right/wrong and why, i.e. Cashpoint machine Making a phone call, Sending an email, Sending a text etc.....</li> <li>• Introduce and explain the correct symbols used in a flowchart</li> <li>• Using the correctly ordered sentence strips activity as a base, create an algorithm that represents this, assigning the appropriate symbols to sequence of instructions</li> <li>• Model creating a simple flowchart/procedure which will turn a light on and off again.</li> <li>• Show how to incorporate a repeat/loop command into the flowchart/procedure to make the light flash.</li> <li>• Discuss with the pupils the correct sequence of traffic lights. Ask them to work in pairs to write the flowchart/procedure to mimic this sequence.</li> <li>• Pupils should enter and test their sequence on the computer and record any amendments and describe the results.</li> <li>• Teacher to model how a light sensor can operate or trigger an event.</li> <li>• Use on screen mimics to control devices that may be triggered during a house break in - i.e. pressure mat, security light (Both Flowol and Control Station have mimics to simulate this)</li> </ul>	<p><b><u>Key Skills</u></b></p> <ul style="list-style-type: none"> <li>• Entrust MM2 Making Choices - Building on prior learning</li> <li>• Pupils produce a story for Reception to include narration and music using one or more multimedia programs of their choice</li> <li>• Entrust Stop Motion Animation 2 - 3D Animations</li> <li>• Introduction to spreadsheets</li> </ul>