



St Leo's and Southmead
Catholic Nursery and Primary

Year
Five

Computing Knowledge Organiser

Spring
Term 2

Amazing Activities

Hold a splat off to test catapults and invite another class to judge

Steam Challenges

Key Concepts

- That STEAM stands for Science, Technology, Engineering, Art and Maths
- Collaborate with others to develop and improve their work
- -recognize how to use computational thinking to solve problems
- design their own wearable technology for a spy
- Design and make a chariot to carry an egg for 10 seconds to be pulled by a bee bot
- Make their own structure out of spaghetti to hold an object for 20 seconds
- To design and create art using unfamiliar technology (geo board app)
- To film and edit footage
- apply their learning using unfamiliar software and technology
- Design, make, test & evaluate a catapult

Key Vocabulary

- Byte**—a group of binary digits or bits operated as a unit
- Peripheral**—any external device that provides input and output for the computer (e.g. keyboards and a mouse is a peripheral device)
- Cache**—reserved areas of memory (RAM) that are used to speed up processing
- Pixel**—unit of programmable colour on a computer display
- USB**—Universal Serial Bus—a port that can be used to connect equipment to a computer

Skills

- select, use and combine a variety of software (including editing) 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
- design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts

Curriculum Links

- Maths—shape, space & measure, tessellation and rotation
- Science—testing theories, making predictions, materials and their properties
- DT—designing, making & Evaluating