

National Curriculum Objectives: In this unit, children will be taught to:

Quizzing		Databases	
Skills	Knowledge	Skills	Knowledge
- Select the best type of quiz to make for any given task. - Select the most suitable type of quiz question based on a chosen topic and the question being posed. - Design successful quizzes that meet a specific brief by making use of the full functionality within 2Quiz - Explore the additional features, selecting which to use and how to make best use of these. - Explore the settings, selecting which to use to create the best outcome for a quiz.	- There are different types of quiz, suitable for a variety of different purposes. - Within 2Quiz, there are different types of quiz questions, suitable for different purposes. - The success of a quiz can be determined by considering how difficult it is, whether it peaks interests and the capability of the audience in relation to the subject matter. - It is also important to consider the enjoyability, visual variety and feedback to the end user when creating a quiz. - Additional features and enhancements, including title screens and content screens can maximise the success of a quiz - Settings, including quiz style, time limits, feedback settings and feedback sounds change the look and feel of a quiz.	- Use the functionality of the 2Investigate database tool to work with data. - Identify, create and edit records and fields of a database. - Sort, group and arrange information in a database. - Search for information in a database. - Answer questions involving the interrogation of a database. - Add records to a collaborative database. Interrogate the data of a collaborative database. - Design a database with validation included. - Use the query builder to specify conditions for the data returned. - Use conditional operators correctly when building a database query. - Build complex queries across multiple tables to answer questions about the data. - Databases support the production of automated reports using fields within the data.	- A database contains a set of data that can be searched and sorted to retrieve information. - A table-based database contains records and fields. - Database tools support interpreting data using functionality including sorting, filtering, grouping and searching. - Collaborative databases allow multiple people to work on one set of data at the same time. - A well-designed database has built-in validation to ensure correct data formatting. - Queries can be built using the database tools to answer specific questions about the data. - Some table-based databases have multiple tables of related data. These can be linked on common fields to build complex queries across multiple tables. - Produce automated reports using fields within the data.
Game creator		Spreadsheets	
Skills	Knowledge	Skills	Knowledge
- Evaluate the playability of a video game. - Make a 3D game using the key functions of the 2DIY 3D game creator tool. - Use a design document to plan the theme and aim, characters and game world, game features, timing, character movement and interaction for a 3D game. - Choose and design appropriate textures for the game world walls,	- There are criteria which determine the playability of a video game. 3D games can be made using the 2DIY 3D tool. - To maximise playability, it is important to plan and design a game before making it. - The visual properties of a game should fit with the theme and add a feeling of immersion to the experience.		

Computing Skills & knowledge in Year 5

floors, lighting, hazards and scenery. - Choose or compose appropriate sound effects and music for the game. - Design the collectable quest items and add movement, sound effects and actions. - Consider where to place the collectable quest items so it is possible to finish the game. - Place sprites in the game in such a way as to provide challenge but not make it impossible to play. - Select appropriate penalties for encountering an enemy. - Create useful instruction screens for players. - Evaluate games made by their peers using given criteria. - Read evaluations of their game from others. - Make appropriate improvements to their game.	- The audio properties of a game should fit with the theme and add a feeling of immersion to the experience. - The design of baddie sprites and collectable quest items is a key aspect of game creation. - It is important to give the player good instructions to enable them to enjoy playing the game. - Evaluation is important so a game can be improved. improvements to their game.		
Concept maps		Coding	
Skills	Knowledge	Skills	Knowledge
•	•	•	•
Word processing			
Skills	Knowledge		
•	•		