

Topic: Computing	Year group	Term
Computer Science - HTML	Year 5	Summer 2 6 sessions

Background knowledge

Children will have completed two units of Espresso Coding in Year 5, Speed, direction and coordinates, random numbers and simulations. They learned about the early history of the internet and world wide web in the Autumn term, including learning about Time Berners Lee's role in creating the world wide web using HTML. HTML is a 'real world' markup language used to create web pages. These HTML units introduce basic concepts, such as how to use HTML to add paragraphs, images and headings to web pages.

What should I already know?

Children know how to use a range of different inputs to produce different outputs using block coding. They know that Tim Berners Lee used HTML (Hypertext mark up language) as the standard language used to display documents on web browser.

National Curriculum Objectives / Key Skills	The Journey
To design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems. To use sequence, selection, and repetition in programs; work with variables and various forms of input and output including some non block coding. To use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs. I can create programs that use sequence, selection and repetition. I can use some non block coding. I can explain how some simple algorithms work and detect and correct errors.	1. Children will start their introduction to HTML by adding text and tags. 2. To learn how to add images with HTML. 3. Children will use their new knowledge of HTML to create a simple webpages about insects using headings, paragraphs and images. 4. To create a webpage about space using titles, paragraph and text. 5. To create a webpage using heading, paragraphs and images. 6. Learn how to change the size of images while building a page about food. 7. Debugging and Test your skills: Children finish the unit by first using their HTML knowledge to debug existing codes. They will then take a short assessment test about what they have learned in this unit.

Outcomes

An overview of what children will know / can do

Working towards: Children begin to understand the concept of non block coding and how it differs to block coding. Children begin to drag pieces of code, put lines of code in the correct order, and read and write parts of the code with support. They will attempt an end of unit assessment about HTML.

Expected: Children learn how to use HTML to add paragraphs, images and headings to web pages. They will recognise the use of some keyboard punctuation symbols in their codes. They begin to spot errors in their codes and debug them. They will be able to complete an end of unit assessment about HTML.

Exceeding: Children learn how to use HTML to add paragraphs, images and headings to web pages. They will be able to explain the meaning of different keyboard punctuation symbols are used in their codes. They will independently spot errors in their codes and debug them. They will be able to complete an end of unit assessment about HTML.

Key Vocabulary	Timeline / Diagrams																						
Algorithm - The set of steps to solve a problem. Code - A list of commands in a computer program. Debugging - To correct mistakes or problems in a computer program. Heading - a title of a section. Images - a picture on the screen. Program - A set of instructions in a programming language or code that tells a computer what to do. Run - To make a program follow its instructions. Tag - punctuation and letters that form part of the code. Text - the words on the screen.	Common HTML Tags <table> <thead> <tr> <th>Tag</th><th>Description</th></tr> </thead> <tbody> <tr> <td><code><html></code></td><td>Defines an HTML document</td></tr> <tr> <td><code><head></code></td><td>Defines the document's head</td></tr> <tr> <td><code><title></code></td><td>Defines the document's title under head section</td></tr> <tr> <td><code><body></code></td><td>Defines the document's body</td></tr> <tr> <td><code><h1></code> to <code><h6></code></td><td>Defines header 1 to header 6</td></tr> <tr> <td><code><p></code></td><td>Defines a paragraph</td></tr> <tr> <td><code>
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Key people / places
Tim Berners Lee - created the World Wide Web using HTML.

Assessment questions / outcomes
What does HTML stand for? What can we put in a webpage by using it? What tag do we use to start inserting an image? Which of these tags is the one used for inserting a heading? What three letters were at the end of the codes for the pictures of the planets? How do we resize an image?