St Anthony of Padua Catholic Primary School

Computing Medium Term Plan – Year 5 – Autumn 2 – STEAM Challenges

Lesson	Driving Question	Activity	Assessment
1	What is STEAM?	1. Read the slides in your Teacher's handbook so you can gain an understanding of this plan. 2. Prepare a display area. Print out the 'score display template' in A3 if possible (or create your own). Print out the points cards, marking cards and challenge cards (cut out and place in the STEAM bucket). 3. Explain to the children that this activity will pit the girls against the boys in a series of creative STEAM challenges. Show the children slide 5 in your Teacher's handbook and explain the rules to the children. 4. Ask the children to download the Children's journal and complete pages 1 - 3. 5. Explain to the children what STEAM is. Ask the children to complete pages 6 - 10 of their journal. 6. Ask the children to present their work to the class. 7. Ask the children to self assess. 8. Ask one child to pick a challenge from the 'STEAM bucket' which will be there challenge for the next lesson.	(IT) I can collaborate with others to develop and improve work.
2 - 6	How can we use computational thinking to solve problems?	1. Recap which challenge the children will be completing this lesson. Ask the children to open their handbook which includes pages that they will need to complete as they complete the challenge. 2. Ask the children to complete the challenge. 3. Ask the children to present their work to the class. 4. Score the group work and add these points to the girls v boys score display. 5. Ask the children to to self assess. 6. Ask one child to pick a challenge from the 'STEAM bucket' which will be the challenge for the next lesson.	(IT) I can use the skills I have already developed to create content using unfamiliar technology.