



Computing
Year 6
Communication and Collaboration

Concepts
Information Technology

Prior Learning	New Learning	Future Learning
To explain that computers can be connected together to form systems	To explain the importance of internet addresses	Choose search terms relating to a particular issue
To recognise the role of computer systems in our lives	To recognise how data is transferred across the internet	Use tools to copy an image into another application
To identify how to use a search engine	To explain how sharing information online can help people to work together	Identify key features of a good poster
To describe how search engines select results	To evaluate different ways of working together online	Plan a poster to clearly convey a message
To explain how search results are ranked	To recognise how we communicate using technology	Choose and download a suitable image
To recognise why the order of results is important, and to whom	To evaluate different methods of online communication	Create a poster using a desktop publishing application
		Modify a logo using a graphic editing program
		Choose how to combine text and graphics in a slide
		Use digital tools to provide feedback on design choices
		Plan a consistent layout for a set of slides
		Modify a logo so that it fits in with the planned slide styles
		Create a styled set of slides based on a plan
		Search for suitable text for slides
		Search for and add a suitable image
		Evaluate content against a rubric
		Plan how to deliver a presentation
		Explain your work to others through a presentation
		Evaluate your work against a rubric

Sequence of Learning	Current Vocabulary	New Vocabulary
Internet addresses	system, connection, digital, input, process, storage, output, search, search engine, refine, index, bot, ordering, links, algorithm, search engine optimisation (SEO), web crawler, content creator, selection, ranking.	communication, protocol, data, address, Internet Protocol (IP), Domain Name Server (DNS), packet, header, data payload, chat, explore, slide deck, reuse, remix, collaboration, internet, public, private, oneway, two-way, one-to-one, one-to-many.
Data packets		
Working together		
Shared working		
How we communicate		
Communicating responsibly		

Trip/Visitor

Other Information	Outlook (or other email platform)
	Search engines such as Google or Bing or Ecosia
	School controlled Social Media such as Natterhub



Computing
Year 6
Web page creation

Concepts
Digital literacy

Prior Learning	New Learning	Future Learning
<p>To explain what makes a video effective</p> <p>To use a digital device to record video</p> <p>To capture video using a range of techniques</p> <p>To create a storyboard</p> <p>To identify that video can be improved through reshooting and editing</p> <p>To consider the impact of the choices made when making and sharing a video</p>	<p>To review an existing website and consider its structure</p> <p>To plan the features of a web page</p> <p>To consider the ownership and use of images (copyright)</p> <p>To recognise the need to preview pages</p> <p>To outline the need for a navigation path</p> <p>To recognise the implications of linking to content owned by other people</p>	

Sequence of Learning	Current Vocabulary	New Vocabulary
<p>What makes a good website?</p> <p>How do you layout your web page?</p> <p>Copyright or copywrong?</p> <p>How does it look?</p> <p>Follow the breadcrumbs</p> <p>Think before you link</p>	<p>video, audio, camera, talking head, panning, close up, video camera, microphone, lens, mid-range, long shot, moving subject, side by side, angle (high, low, normal), static, zoom, pan, tilt, storyboard, filming, review, import, split, trim, clip, edit, reshoot, delete, reorder, export, evaluate, share</p>	<p>website, web page, browser, media, Hypertext Markup Language (HTML), logo, layout, header, media, purpose, copyright, fair use, home page, preview, evaluate, device, Google Sites, breadcrumb trail, navigation, hyperlink, subpage, evaluate, implication, external link, embed.</p>

Trip/Visitor

Other Information



Computing
Year 6 spreadsheets

Concepts
Information technology, digital literacy

Prior Learning	New Learning	Future Learning
<p>To use a form to record information</p> <p>To compare paper and computer-based databases</p> <p>To outline how you can answer questions by grouping and then sorting data</p> <p>To explain that tools can be used to select specific data</p> <p>To explain that computer programs can be used to compare data visually</p> <p>To use a real-world database to answer questions</p>	<p>To create a data set in a spreadsheet</p> <p>To build a data set in a spreadsheet</p> <p>To explain that formulas can be used to produce calculated data</p> <p>To apply formulas to data</p> <p>To create a spreadsheet to plan an event</p> <p>To choose suitable ways to present data</p>	

Sequence of Learning	Current Vocabulary	New Vocabulary
<p>Collecting data</p> <p>Formatting a spreadsheet</p> <p>What's the formula?</p> <p>Calculate and duplicate</p> <p>Event planning</p> <p>Presenting data</p>	<p>database, data, information, record, field, sort, order, group, search, value, criteria, graph, chart, axis, compare, filter, presentation.</p>	<p>. data, collecting, table, structure, spreadsheet, cell, cell reference, data item, format, formula, calculation, spreadsheet, input, output, operation, range, duplicate, sigma, propose, question, data set, organised, chart, evaluate, results, sum, comparison, software, tools.</p>

Trip/Visitor

Other	Excel
Information	Google sheets
	NCCE Lesson resources



Computing
Year 6 Variables in games

Concepts
Computer science, digital literacy,

Prior Learning	New Learning	Future Learning
To control a simple circuit connected to a computer	To define a 'variable' as something that is changeable	
To write a program that includes count-controlled loops	To explain why a variable is used in a program	
To explain that a loop can stop when a condition is met	To choose how to improve a game by using variables	
To explain that a loop can be used to repeatedly check whether a condition has been met	To design a project that builds on a given example	
To design a physical project that includes selection	To use my design to create a project	
To create a program that controls a physical computing project	To evaluate my project	

Sequence of Learning	Current Vocabulary	New Vocabulary
Introducing variables	microcontroller, USB, components, connection, infinite loop, output component, motor, repetition, count-controlled loop, Crumble controller, switch, LED, Sparkle, crocodile clips, connect, battery box, program, condition, Input, output, selection, action, debug, circuit, power, cell, buzzer	variable, change, name, value, set, design, event, algorithm, code, task, artwork, program, project, code, test, debug, improve, evaluate, share, assign, declare
Variables in programming		
Improving a game		
Designing a game		
Design to code		
Improving and sharing		

Trip/Visitor

Other Information	Kodu Scratch.mit NCCE resources
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