SJS Guide to Year 6 Computing

Teach Computing

	Computing Systems and Networks	Creating Media	Programming A	Data and Information	Creating Media	Programming B
Unit	Internet Communication	Webpage Creation	Variables In Games	Introduction to Spreadsheets	3D Modelling	Sensing
Description	Recognising how the WWW can be used to communicate and be searched to find information.	Designing and creating webpages, giving consideration to copyright, aesthetics, and navigation.	Exploring variables when designing and coding a game.	Answering questions by using spreadsheets to organise and calculate data.	Planning, developing, and evaluating 3D computer models of physical objects.	Designing and coding a project that captures inputs from a physical device.
Computer / Tablet						
Software / Hardware		Microsoft Powerpoint or Google Slides	Scratch	Microsoft Excel or Google Sheets	Tinkercad	micro:bit and Microsoft MakeCode
Evidence / Assessment	Worksheets / Quiz	Photographic and Saved Work / Rubric	Photographic and Saved Work / Quiz	Saved Work / Quiz	Photographic and Saved Work / Rubric	Photographic and Saved Work / Rubric
Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.	✓		✓			✓
Use sequence, selection, and repetition in programs; work with variables and various forms of input and output.			✓			✓
Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.			✓			✓
Understand computer networks, including the internet; how they can provide multiple services, such as the World Wide Web, and the opportunities they offer for communication and collaboration.	✓					
Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content.	✓	✓				
Select, use and combine a variety of software (including internet services) 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.	✓	✓	✓	✓	✓	✓
Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact		✓	✓		✓	