



Y6 computing overview 2023-24: *Communication, Web Page Creation, Selection in Quizzes*

Computing Activity	Building Skills and Disciplinary Knowledge	Approaches to Building Skills and Disciplinary Knowledge	Building Substantive Knowledge and Understanding	Approaches to Building Substantive Knowledge and Understanding	Curricula Materials	Assessed through (T1 T2 T3)		
						Exploring Creating	Responding Evaluating	Designing Evaluating
Algorithms and Programs	<ul style="list-style-type: none"> Use sequence in programs Use selection in programs Work with various forms of input and output Use repetition in programs Work with variables Use logical reasoning to explain how some simple algorithms work Use sequence, selection, and repetition in programs 	<ul style="list-style-type: none"> Class/group tuition with technical guidance from the Switched On computing program 	<ul style="list-style-type: none"> Understand how the World Wide Web is used as a communication tool and how search engines work 	<ul style="list-style-type: none"> Class teacher showing children existing examples Group work on creating and developing their own work 	TERM1: Communication <ul style="list-style-type: none"> Create a paper-based webpage then discover how their ages would be ranked based on keywords relating to their content Explore and evaluate the different methods in which people communicate online and make decisions about the most appropriate ways to communicate online, depending on the message. TERM2: Web Page Creation <ul style="list-style-type: none"> Look at the different layout features available in Google Sites and plan their own web page on paper Become familiar with the terms 'fair use' and 'copyright', gaining an understanding of why they should only use copyright-free images and sourcing these. Create their own website on Google Sites, paying attention to the navigation paths, with multiple webpages and hyperlinks TERM3: Selection in quizzes <ul style="list-style-type: none"> Using Scratch to design, write and debug specific programs that have difference outcomes Use prior knowledge and new learning to ask questions and use selection to control the outcomes based on the answers given. Use this knowledge to design a quiz in response to a given task and implement it as a program. 	Most children will be able to... (working at)	Some children will not yet be able to...(working towards)	Some children are confidently able to... (exceeding)
Databases	<ul style="list-style-type: none"> Create and edit content on digital applications Use internet services to create content that presents information Use internet services to create and evaluate content that presents information Design and create content 	<ul style="list-style-type: none"> Class/group tuition with reference to existing databases 	<ul style="list-style-type: none"> Understand what makes a good website 					
Using the internet	<ul style="list-style-type: none"> Use search technologies effectively Be discerning in evaluating digital content Be discerning in evaluating digital content 	<ul style="list-style-type: none"> Class/group internet browsing, followed by reflective discussion 	<ul style="list-style-type: none"> Understand how to design and evaluate their own website 	<ul style="list-style-type: none"> Class teacher talk through programs and algorithms with opportunities to try different programs Observing algorithms and debugging them 				
Problem solving	<ul style="list-style-type: none"> Solve problems by decomposing them into smaller parts Design programs that accomplish specific goals Write programs that accomplish specific goals Debug programs that accomplish specific goals Use logical reasoning to detect and correct errors in algorithms and programs 	<ul style="list-style-type: none"> Class, then group opportunities for problem solving 	<ul style="list-style-type: none"> Understand the importance of copyright and fair use of media Understand the use of microcontroller and how to connect and program component 	<ul style="list-style-type: none"> Teacher led creating and editing Observing pre-existing master pieces and masters in the field 				
Communicating	<ul style="list-style-type: none"> Understand the opportunities networks offer for communication and collaboration Use a variety of software (including internet services) to present information 	<ul style="list-style-type: none"> Observational opportunities to work as part of a group 	<ul style="list-style-type: none"> Write algorithms and programs that utilise selection 					
SMSC	<ul style="list-style-type: none"> Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour To know how to seek help – where to go, and how to set privacy settings Recognise acceptable/ unacceptable behaviour Knowing how to find out about website or game policies 	<ul style="list-style-type: none"> Teacher guidance on safe internet use and introduction to supportive websites (NSPCC) 						