

Y6 computing overview 2019-20: We are app planners, We are architects, We are marketers

Computing	Desired Skills	Approaches to	Desired	Approaches to	Curricula Materials	Assessed through (T1 T2 T3)		
Activity		Developing Skills	Knowledge and	Developing		Exploring	Responding	Designing
			Understanding	Knowledge and Understanding		Creating Evaluating		ting
Algorithms and Programs	 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 	 Class/group tuition with technical guidance from the Switched On computing program 	See Curricula Materials	 Class teacher showing children existing examples Group work on creating and developing their own work 	 TERM1: <u>Unit 5a We are app planners</u> develop an awareness of the capabilities of smartphones and tablets understand geolocation, including GPS identify interesting, solvable problems evaluate competing products pitch a proposal for a smartphone or tablet app. TERM2: <u>Unit 5b We are architects</u> understand the work of architects, designers and engineers working in 3D develop familiarity with a simple CAD (computer-aided design) tool develop spatial awareness by exploring and experimenting with a 3D virtual environment develop greater aesthetic awareness. 	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	 Create and edit content on Wiki Use internet services to create content that presents information Use internet services to create and evaluate content that presents information Design and create content 	 Class/group tuition with reference to existing databases 						
Using the internet	 Use search technologies effectively Be discerning in evaluating digital content Be discerning in evaluating digital content 	 Class/group internet browsing, followed by reflective discussion 		 Class teacher talk through programs and algorithms with opportunities to try different programs Observing algorithms and debugging them 				
Problem solving	 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 	 Class, then group opportunities for problem solving 						
Communicat ing	 Understand the opportunities networks offer for communication and collaboration Use a variety of software (including internet services) to present information 	 Observational opportunities to work as part of a group 		 Teacher led creating and editing Observing pre- 	TERM3: <u>Unit 5c We are marketers</u> • consider key marketing messages, including identifying a unique selling point			
SMSC	 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 	 Teacher guidance on safe internet use and introduction to supportive websites (NSPCC) 		existing master pieces and masters in the field	 develop a printed flyer or brochure incorporating text and images further develop knowledge, skills and understanding in relation to creating a website further develop skills relating to shooting and editing video 			