

Computing overview for Barnes Primary

Green = CS Blue = IT
Orange = DL & e-safety

Year 6 Computing Overview

Green = Computer Science Blue = Information technology

Orange = Digital literacy & e-safety

	Unit of work	Software & hardware	Curriculum Skills
Year 6 Autumn 1	<p>E-safety - Think before you post</p> <ul style="list-style-type: none"> - What is acceptable / unacceptable behaviour when using technologies and online services? - Why are some images not okay to post? - What happens to content we have posted? - Demonstrates responsible use of technologies and online services, and knows a range of ways to report concerns. 		<ul style="list-style-type: none"> - To know that the Internet is a great way to find information and communicate with people. - To know who to tell and where to report hurtful or harmful material on the Internet materials. - To communicate safely and respectfully online and offline. - To understand what is appropriate and suitable to say and do on social networking sites. - To understand which kinds of behaviours constitute "cyberbullying" - To understand how to prevent and respond to cyberbullying. - To understand the impact of online behaviour on your own and others self-image, relationships, and reputation. - To know that some things you say, do, and publish online are public and permanent

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	<p>IT: Build a spreadsheet</p> <p>Collect, analyse, evaluating and presenting data and information.</p>		<ul style="list-style-type: none"> • To use simple formulae in spreadsheets. • To perform basic searches in a databases. • To produce different kinds of charts and graphs and analyse data and graphs and draw conclusions. • To present data in most appropriate way for purpose and audience.
<p>Year 6 Autumn 2</p>	<p>IT: Build a spreadsheet</p> <p>Collect, analyse, evaluating and presenting data and information.</p> <p>-</p>		<ul style="list-style-type: none"> • To use simple formulae in spreadsheets. • To perform basic searches in a databases. • To produce different kinds of charts and graphs and analyse data and graphs and draw conclusions. • To present data in most appropriate way for purpose and audience.

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Spring 1	<p>E-safety (1 lesson) Digital Literacy</p> <ul style="list-style-type: none"> • Using technology responsibly, securely and safely • How can we be discerning in evaluating digital content? • Is everything we see online accurate or age appropriate? • How can we check accuracy / bias? <p>Scratch project Use Scratch to design a computer game using repeats and selection functions.</p> <ul style="list-style-type: none"> • Use logical reasoning to explain how some simple algorithms work • Design and write programs that accomplish specific goals, • Use sequence in programs • Work with variables and various forms of input and output • Solve problems by decomposing them into smaller parts. Detect and correct errors in algorithms and debug programs 	<p>Range of source material (information books, DVDs). World Wide Web.</p>	<ul style="list-style-type: none"> • To evaluate whether information found is useful, true, and relevant. • To search with key phrases as well as keywords. • To use advanced search functions and filters. • To understand the difference between the main results and sponsored results. • To extend knowledge of trustworthy online sources. • To understand that search engines collect information and this informs pop ups and advertisements. • To record which websites you have used to collect information from. <ul style="list-style-type: none"> • To use diagrams to help design and explain algorithms and programs. • To reuse and adapt existing code to develop new programs. • To create a program that accomplishes a specific goal. • To write simple programs which use the repeat function. • To write programs/code that uses a selection function i.e. if...else... • To write a program that uses multiple variables that interact with each other. • To be able to predict the outcome of a given program. • To revise and improve programs to increase efficiency • To be able to independently find what is wrong with a program and to fix it.
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Year 6 Spring 2	Scratch project Use Scratch to design a computer game using repeats and selection functions. <ul style="list-style-type: none">• Use logical reasoning to explain how some simple algorithms work• Design and write programs that accomplish specific goals,• Use sequence in programs• Work with variables and various forms of input and output• Solve problems by decomposing them into smaller parts. Detect and correct errors in algorithms and debug programs	Scratch	<ul style="list-style-type: none">• To use diagrams to help design and explain algorithms and programs.• To reuse and adapt existing code to develop new programs.• To create a program that accomplishes a specific goal.• To write simple programs which use the repeat function.• To write programs/code that uses a selection function i.e. if...else...• To write a program that uses multiple variables that interact with each other.• To be able to predict the outcome of a given program.• To revise and improve programs to increase efficiency• To be able to independently find what is wrong with a program and to fix it.
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Year 6 Summer 1	<p>E-safety (1 lesson) Copyright and plagiarism</p> <ul style="list-style-type: none">- What is copyright?- Who 'owns' content on the web? For example, music, films- Importance of respecting individuals and intellectual property; <p>Ensure they keep to copyright rules when publishing their work or sharing files</p> <p>IT: make a film based on one of the English texts used in Y6</p> <p>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</p>	<p>Movie Maker</p>	<ul style="list-style-type: none">- To understand that digital content is owned and you may need to get permission before using content e.g. images or music.- To understand copyright and illegality of online file sharing. <p>Film</p> <ul style="list-style-type: none">• To plan, record and edit a film, thinking about purpose, audience and intended message.• To plan and use different kinds of shots when filming• To add titles, text, transitions and effects to films thinking about genre, purpose and audience <p>Audio/Music</p> <ul style="list-style-type: none">• To record and edit sound files by changing length• To combine several soundtracks.
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Year 6 Summer 2	<p>IT: make a film based on one of the English texts used in Y6</p> <p>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</p>	Movie Maker	<p>Film</p> <ul style="list-style-type: none">• To plan, record and edit a film, thinking about purpose, audience and intended message.• To plan and use different kinds of shots when filming• To add titles, text, transitions and effects to films thinking about genre, purpose and audience <p>Audio/Music</p> <ul style="list-style-type: none">• To record and edit sound files by changing length• To combine several soundtracks.
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