

Computing		Class 6
Autumn Term	Spring Term	Summer Term
<p><b>e-Safety</b>            What is cyber bullying?            Responsible internet use (trolling, posting of images)            Plagiarism and copyright            Safe use of mobile technology, including the sending of images            Rules and responsibilities regarding social media            What to do if a situation makes [them] uncomfortable  <i>(Software – Cyber Café, Internet browsers, YouTube &amp; CEOP e-safety videos)</i></p> <p><b>Multi-media presentation</b>            Understand the potential of multimedia            Recognise the features of good page design            Create a page of sounds which are activated by appropriately named and positioned buttons            Organise sample screens and identify appropriate choices and hyperlinks            Design pages and links which present the user with clear information            Organise sample screens and identify appropriate choices and links            Design pages and links which present the user with clear information  <i>(Software – Keynote, PowerPoint, Movie Maker)</i></p>	<p><b>Coding 1</b>            Complex variables            Children will learn to use variables in more complex ways, and to manipulate inputs to create useful outputs            Entering code where user input creates mathematical calculators of number, shape and time            Create a mathematical app using skills learned            Debug more complex programs</p> <p><b>Spreadsheet modelling</b>            Understand that spreadsheets can be used to explore mathematical models            Identify and enter the correct formulae into cells, modify the data, make predictions of changes and check them            Copy formulae to create tables of results            create graphs            Create and use a spreadsheet to present an survey  <i>(Software - 2Calculate, Microsoft Word, Pages, Keynote, Excel)</i></p> <p><b>Presenting &amp; evaluating information (throughout year)</b>            Safe searching            Using multiple sources of information to check accuracy            Evaluating information  <i>(Software – Internet browser)</i></p>	<p><b>Coding 2</b>            Object properties            Children will learn more about how computers use property values and parameters to store information about objects            How the speed and direction of a swipe can affect the speed and direction of an object            Create a game using code commands for speed and direction, and code that keeps score</p> <p><b>Control and monitoring</b>            Learn that devices can monitor physical changes            Know that devices cause an event to happen when a change occurs            Learn that an input device can be used to cause an event            Learn how to write a procedure to create an event            Learn how to use input and output devices            use input and output devices and produce a simple set of instructions linking causes and effects            Planning and making a fairground    <i>(Software &amp; hardware - Lego Mindstorms construction, 2ControlNXT)</i></p> <p><b>Research and Collaboration</b>  <i>Video conferencing with partner school to compare research / school council idea sharing / collaborative projects (in development?)</i></p>