



Computing Skill Progression

Year 6

Creating Media – Web Page Creation

- Discuss the different types of media used on websites.
- Know that websites are written in html.
- Recognise the common features of a web page.
- Draw a web page layout that suits my purpose.
- Say why i should use copyright-free images.
- Describe what is meant by the term 'fair use'.
- Add content to my own web page.
- Evaluate what my web page looks like on different devices and suggest/make edits..
- Explain what a navigation path is.
- Make multiple web pages and link them using hyperlinks.
- Explain the implication of linking to content owned by others.
- Evaluate the user experience of a website.

Data and information – Spreadsheets

- Explain the relevance of data headings.
- Answer questions from an existing data set.
- Explain what an item of data is.
- Build a data set in a spreadsheet application.
- Construct a formula in a spreadsheet.
- Recognise that data can be calculated using different operations.
- Create a formula which includes a range of cells.
- Apply a formula to multiple cells by duplicating it.
- Use a spreadsheet to answer questions.
- Produce a graph.
- Use a graph to show the answer to questions.

Programming – Sensing

- Apply my knowledge of programming to a new environment.
- Test my program on an emulator.
- Transfer my program to a controllable device.
- Use a variable in an if... then... else... statement to select the flow of a program.
- Use a condition to change a variable.
- Experiment with different physical inputs.
- Explain the importance of the order of conditions in else if statements.
- Use an operand (e.g. $\lt;=>$) in an if... then... statement.
- Modify a program to achieve a different outcome.
- Design the program flow for my project.
- Test my program against my design.
- Use a range of approaches to find and fix bugs.