



Computing Skill Progression

Year 6
Computer Systems and Networks – Communication
Complete a web search to find specific information. Refine my search. Explain that search results are ordered. Suggest some of the criteria that a search engine checks to decide on the order of results. Describe some of the ways that search results can be influenced. Explain how search engines make money. Explain the different ways in which people communicate. Choose methods of communication to suit particular purposes. Compare different methods of communicating on the internet. Decide when i should and should not share. Explain that communication on the internet may not be private.
Creating Media – 3D Modelling
Discuss the similarities and differences between 2D and 3D shapes. Select, move, and delete a digital 3D shape. Resize a 3D object. Rotate a 3D object. Select and duplicate multiple 3D objects. Create digital 3D objects of an appropriate size. Plan my 3D model. Modify multiple 3D objects.
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 A – Variables in Games
Explain that the way that a variable changes can be defined. Identify a program variable as a placeholder in memory for a single value. Recognise that the value of a variable can be changed. Decide where in a program to change a variable. Create algorithms for my project. Test the code that I have written.



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Extend my game further using more variables.

Programming B – 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. <=>) 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.