Year 6 computing curriculum

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
E-safety unit to be taught for first computing lesson each half term	Online bullying	Privacy and security	Self image and identity	Online reputation	Health and wellbeing	Copyright and ownership
Computing unit	Systems and networks communication	Creating media - 3D models	Programming - Variables in games	Programming - sensing	Databases and information	Creating media- web page creation
Main curriculum coverage	https://teachcomputing.org/curriculum/key-stage-2/computing-systems-and-networks-communication	https://teachcomputing.org/curriculum/key-stage-2/creating-media-3d-modelling	https://teachcomputing.org/curriculum/key-stage-2/programming-a-variables-in-games	https://teachcomputing.org/curriculum/key-stage-2/programming-b-sensing	https://teachcomputing.org/curriculum/key-stage-2/data-and-information-spreadsheets	https://teachcomputing.org/curriculum/key-stage-2/creating-media-web-page-creation
Objectives covered	To identify how a search engine works	To use a computer to create and manipulate 3D digital objects	To define variable as something that is changeable	To create a program to run on a controllable device	To identify questions which can be answered using data	To review an existing website and consider its structure
	To describe how search engines select results	To compare working digitally with 2D and 3D graphics	To explain why a variable is used in a program	To explain that selection can control the flow of a program	To explain that objects can be described using data	To plan the features of a web page
	To explain how search results are ranked	To construct a digital 3D model of a physical object	To choose how to improve a game by using variables	To update a variable with a user input	To explain that formulas can be used to produce calculated data	To consider the ownership and use of images (copyright)
	To recognise why the order of results is important and to whom	To identify that physical objects can be broken down into a collection of 3D shapes	To design a project that builds on a given example	To use a conditional statement to compare a variable to a value	To apply formulas to data, including duplicating	To recognise the need to preview pages
	To recognise how we communicate using technology	To design a digital model by combining 3D objects	To use my design to create a project	To design a project that uses inputs and outputs	To create a spreadsheet to plan an event	To outline the need for a navigation path
	To evaluate different methods of online communication	To develop and improve a digital 3D model	To evaluate my project		To choose suitable ways to present data	To recognise the implications of linking to content owned by other people/