



## Computing – Year 6 Overview

Year 6	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6
Term 1	<p>Computing systems and networks – Communication and collaboration.</p> <p>Lesson 1:</p> <p>LO: To explain the importance of internet addresses.</p> <p style="color: red;">KS2: NC Aims 4, 6, 7</p>	<p>Computing systems and networks – Communication and collaboration.</p> <p>Lesson 2:</p> <p>LO: To recognise how data is transferred across the internet.</p> <p style="color: red;">KS2: NC Aims 4, 6, 7</p>	<p>Computing systems and networks – Communication and Collaboration.</p> <p>Lesson 3:</p> <p>LO: To explain how sharing information online can help people to work together.</p> <p style="color: red;">KS2: NC Aims 4, 6, 7</p>	<p>Computing systems and networks – Communication and collaboration.</p> <p>Lesson 4:</p> <p>LO: To evaluate different ways of working together online.</p> <p style="color: red;">KS2: NC Aims 4, 6, 7</p>	<p>Computing systems and networks – Communication and collaboration.</p> <p>Lesson 5:</p> <p>LO: To recognise how we communicate using technology.</p> <p style="color: red;">KS2: NC Aims 4, 6, 7</p>	<p>Computing systems and networks – Communication and collaboration.</p> <p>Lesson 6:</p> <p>LO: To evaluate different methods of online communication.</p> <p style="color: red;">KS2: NC Aims 4, 6, 7</p>
Term 2	<p>Creating Media – Web page creation</p> <p>Lesson 1:</p> <p>LO: To review an existing website and consider its structure.</p> <p style="color: red;">KS2: NC Aims 5, 6, 7</p>	<p>Creating Media – Web page creation</p> <p>Lesson 2:</p> <p>LO: To plan the features of a web page.</p> <p style="color: red;">KS2: NC Aims 5, 6, 7</p>	<p>Creating Media – Web page creation</p> <p>Lesson 3:</p> <p>LO: To consider the ownership and use of images (copyright).</p> <p style="color: red;">KS2: NC Aims 5, 6, 7</p>	<p>Creating Media – Web page creation</p> <p>Lesson 4:</p> <p>LO: To recognise the need to preview pages.</p> <p style="color: red;">KS2: NC Aims 5, 6, 7</p>	<p>Creating Media – Web page creation</p> <p>Lesson 5:</p> <p>LO: To outline the need for a navigation path.</p> <p style="color: red;">KS2: NC Aims 5, 6, 7</p>	<p>Creating Media – Web page creation</p> <p>Lesson 6:</p> <p>LO: To recognise the implications of linking to content owned by other people.</p>

						KS2: NC Aims 5, 6, 7
Term 3	<p>Programming A – Variables in games</p> <p>Lesson 1:</p> <p>LO: To define a 'variable' as something that is changeable. KS2: NC Aims 1, 2, 3, 6</p>	<p>Programming A – Variables in games</p> <p>Lesson 2:</p> <p>LO: To explain why a variable is used in a program. KS2: NC Aims 1, 2, 3, 6</p>	<p>Programming A – Variables in games</p> <p>Lesson 3:</p> <p>LO: To choose how to improve a game by using variables. KS2: NC Aims 1, 2, 3, 6</p>	<p>Programming A – Variables in games</p> <p>Lesson 4:</p> <p>LO: To design a project that builds on a given example. KS2: NC Aims 1, 2, 3, 6</p>	<p>Programming A – Variables in games</p> <p>Lesson 5:</p> <p>LO: To use my design to create a project. KS2: NC Aims 1, 2, 3, 6</p>	<p>Programming A – Variables in games</p> <p>Lesson 6:</p> <p>LO: To evaluate my project. KS2: NC Aims 1, 2, 3, 6</p>
Term 4	<p>Data and information – Introduction to Spreadsheets</p> <p>Lesson 1:</p> <p>LO: To create a data set in a spreadsheet. KS2: NC Aims 6</p>	<p>Data and information – Introduction to Spreadsheets</p> <p>Lesson 2:</p> <p>LO: To build a data set in a spreadsheet. KS2: NC Aims 6</p>	<p>Data and information – Introduction to Spreadsheets</p> <p>Lesson 3:</p> <p>LO: To explain that formulas can be used to produce calculated data. KS2: NC Aims 6</p>	<p>Data and information – Introduction to Spreadsheets</p> <p>Lesson 4:</p> <p>LO: To apply formulas to data. KS2: NC Aims 6</p>	<p>Data and information – Introduction to Spreadsheets</p> <p>Lesson 5:</p> <p>LO: To create a spreadsheet to plan an event. KS2: NC Aims 6</p>	<p>Data and information – Introduction to Spreadsheets</p> <p>Lesson 6:</p> <p>LO: To choose suitable ways to present data. KS2: NC Aims 6</p>
Term 5	<p>Creating media – 3D Modelling</p> <p>Lesson 1:</p>	<p>Creating media – 3D Modelling</p> <p>Lesson 2:</p>	<p>Creating media – 3D Modelling</p> <p>Lesson 3:</p> <p>LO: To recognise that</p>	<p>Creating media – 3D Modelling</p> <p>Lesson 4:</p>	<p>Creating media – 3D Modelling</p> <p>Lesson 5:</p>	<p>Creating media – 3D Modelling</p> <p>Lesson 6:</p>



	<p>LO: To recognise that you can work in three dimensions on a computer.</p> <p>KS2: NC Aims 6, 7</p>	<p>LO: To identify that digital 3D objects can be modified.</p> <p>KS2: NC Aims 6, 7</p>	<p>objects can be combined in a 3D model.</p> <p>KS2: NC Aims 6, 7</p>	<p>LO: To create a 3D model for a given purpose.</p> <p>KS2: NC Aims 6, 7</p>	<p>LO: To plan my own 3D model.</p> <p>KS2: NC Aims 6, 7</p>	<p>LO: To create my own digital 3D model.</p> <p>KS2: NC Aims 6, 7</p>
Term 6	<p>Programming B - Sensing Movement</p> <p>Lesson 1:</p> <p>LO: To create a programme to run on a controllable device.</p> <p>KS2: NC Aims 1, 2, 3, 6</p>	<p>Programming B - Sensing Movement</p> <p>Lesson 2:</p> <p>LO: To explain that selection can control the flow of a programme.</p> <p>KS2: NC Aims 1, 2, 3, 6</p>	<p>Programming B - Sensing Movement</p> <p>Lesson 3:</p> <p>LO: To update a variable with a user input.</p> <p>KS2: NC Aims 1, 2, 3, 6</p>	<p>Programming B - Sensing Movement</p> <p>Lesson 4:</p> <p>LO: To use a conditional statement to compare a variable to a value.</p> <p>KS2: NC Aims 1, 2, 3, 6</p>	<p>Programming B - Sensing Movement</p> <p>Lesson 5:</p> <p>LO: To design a project that uses inputs and outputs on a controllable device.</p> <p>KS2: NC Aims 1, 2, 3, 6</p>	<p>Programming B - Sensing Movement</p> <p>Lesson 6:</p> <p>LO: To develop a programme to use inputs and outputs on a controllable device.</p> <p>KS2: NC Aims 1, 2, 3, 6</p>