

Year 6 Curriculum Map

Computing

	Autumn Term 1	Autumn Term 2	Spring Term 1	Spring Term 2	Summer Term 1	Summer Term 2
Unit of Learning	Computing systems and networks - Communication and collaboration	Creating media – Web page creation	Programming A – Variables in games	Data and information – Introduction to Spreadsheets	Creating media – 3D Modelling	Programming B – Sensing movement
Unit Focus	Explores how data is transferred over the internet. Learners initially focus on addressing, before they move on to the makeup and structure of data packets	Creation of websites for a chosen purpose.	Explore the concept of variables in programming through games in Scratch.	Introduces the learners to spreadsheets.	Develops their knowledge and understanding of using a computer to produce 3D models	Brings together elements of all the four programming constructs: sequence from Year 3, repetition from Year 4, selection from Year 5, and variables.
Key Knowledge	<p>To outline methods of communicating and collaborating using the internet</p> <p>To evaluate different methods of online communication and collaboration</p> <p>To decide what you should and should not share online</p>	<p>To review an existing website (navigation bars, header)</p> <p>To create a new blank web page</p> <p>To embed text, images and hyperlinks within a series of web pages</p>	<p>To identify a variable in an existing program</p> <p>To choose a name that identifies the role of a variable to make it easier for humans to understand it</p> <p>To use a variable in a conditional statement to control the flow of a program</p>	<p>To calculate data using a formula for each operation</p> <p>To use functions to create new data</p> <p>To choose suitable ways to present spreadsheet data</p>	<p>To position 3D shapes relative to one another</p> <p>To combine objects to create a 3D digital artefact</p> <p>To construct a 3D model which reflects a real-world object</p>	<p>To identify a variable in an existing program</p> <p>To decide where in a program to set a variable</p> <p>To use the same variable in more than one location in a program</p>
SMSC	The wonder of instant communication	The wonder of instant communication	Speed and growth of knowledge	Speed and growth of knowledge	Speed and growth of knowledge	Speed and growth of knowledge

