Curriculum Design for Computing

<u>Year – 6</u>

Skills	Learning Objectives
Understanding the web and E-	Continue to develop awareness of online protocols in order to stay safe online.
safety (Digital Citizenship and	
Technology - DL)	To be able to use social networking sites appropriately.
	Understand terminology such as 'sexting' and 'grooming'.
	To identify subarbullying and its consequences and know a range of ways to report your concerns
	To identify cyberbullying and its consequences and know a range of ways to report your concerns.
	Understand the effects cyberbullying has on a child's life.
	To explain what is meant by copyright and why we have it.
	To identify the risks to playing online games and be able to protect yourself.
Using Technology (Information	Independently select, use and combine a variety of software to design and create content for a given audience, including
Technology - IT)	collecting, analysing, evaluating and presenting data and information.
	Design and exacts a vance of everyone systems and exatent for a siver sydiance
	Design and create a range of programs, systems and content for a given audience.
	Independently select use and combine a variety of software to collect analyse, evaluate and present data and
	information.
	Use filters in search technologies effectively and be discerning when evaluating digital content.
The ability to create	Produce digital art through selecting an appropriate range of techniques.
multimedia content (Digital	
Creativity - DL)	Be discerning in evaluating digital content. How did you do it? What would you do differently next time? What would you
	change? Why did you choose that format? How could you make it better next time?
	Understand how computer networks enable computers to communicate and collaborate.
	Begin to use internet services within their own creations to share and transfer data to a third party.

Computer programmes and understanding how computers work (Computer Science -CS)	Use logical reasoning to explain how increasingly complex algorithms work and to detect and correct errors in algorithms and programs efficiently.
	Use variables, sequence, selection and repetition in programs.
	Include use of sequences, selection and repetition with the hardware used to explore real world systems.
	Solve problems by decomposing them into smaller parts.
	Create programs which use variables.