

Year 6 - Communication

Computer Science - Networks

Lesson	Objective
1	I can complete a web search to find specific information
	I can refine my search
	I can compare results from different search engines
2	I can explain why we need tools to find things online
	I can recognise the role of web crawlers in creating an index
	I can relate a search term to the search engine's index
3	I can explain that search results are ordered
	I can explain that a search engine follows rules to rank relevant pages
	I can suggest some of the criteria that a search engine checks to decide on the order of results
4	I can describe some of the ways that search results can be influenced
	I can recognise some of the limitations of search engines
	I can explain how search engines make money
5	I can explain the different ways in which people communicate
	I can identify that there are a variety of ways of communicating over the internet
	I can choose methods of communication to suit particular purposes
6	I can compare different methods of communicating on the internet
	I can decide when I should and should not share
	I can explain that communication on the internet may not be private

Year 6 - 3D modelling

Information Technology and Digital Literacy - Media

Lesson	Objective
1	I can discuss the similarities and differences between 2D and 3D shapes
	I can explain why we might represent 3D objects on a computer
	I can select, move, and delete a digital 3D shape
2	I can identify how graphical objects can be modified
	I can resize a 3D object
	I can change the colour of a 3D object
3	I can rotate a 3D object
	I can position 3D objects in relation to each other
	I can select and duplicate multiple 3D objects
4	I can identify the 3D shapes needed to create a model of a real-world object
	I can create digital 3D objects of an appropriate size
	I can group a digital 3D shape and a placeholder to create a hole in an object
5	I can plan my 3D model
	I can choose which 3D objects I need to construct my model
	I can modify multiple 3D objects
6	I can decide how my model can be improved
	I can modify my model to improve it
	I can evaluate my model against a given criterion

Year 6 - Web page creation

Information Technology and Digital Literacy - Media

Lesson	Objective
1	I can explore a website
	I can discuss the different types of media used on websites
	I know that websites are written in HTML
2	I can recognise the common features of a web page
	I can suggest media to include on my page
	I can draw a web page layout that suits my purpose
3	I can say why I should use copyright-free images
	I can find copyright-free images
	I can describe what is meant by the term 'fair use'
4	I can add content to my own web page
	I can preview what my web page looks like
	I can evaluate what my web page looks like on different devices and suggest/make edits.
5	I can explain what a navigation path is
	I can describe why navigation paths are useful
	I can make multiple web pages and link them using hyperlinks
6	I can explain the implication of linking to content owned by others
	I can create hyperlinks to link to other people's work
	I can evaluate the user experience of a website

Year 6 - Spreadsheets

Information Technology - Data and Information

Lesson	Objective
1	I can explain the relevance of data headings
	I can answer questions from an existing data set
	I can ask simple relevant questions which can be answered using data
2	I can explain what an item of data is
	I can apply an appropriate number format to a cell
	I can build a data set in a spreadsheet application
3	I can explain the relevance of a cell's data type
	I can construct a formula in a spreadsheet
	I can identify that changing inputs changes outputs
4	I can recognise that data can be calculated using different operations
	I can create a formula which includes a range of cells
	I can apply a formula to multiple cells by duplicating it
5	I can use a spreadsheet to answer questions
	I can explain why data should be organised
	I can apply a formula to calculate the data I need to answer questions
6	I can produce a graph
	I can use a graph to show the answer to questions
	I can suggest when to use a table or graph

Year 6 - Variables in games

Computer Science - Programming A

Lesson	Objective
1	I can identify examples of information that is variable
	I can explain that the way that a variable changes can be defined
	I can identify that variables can hold numbers or letters
2	I can identify a program variable as a placeholder in memory for a single value
	I can explain that a variable has a name and a value
	I can recognise that the value of a variable can be changed
3	I can decide where in a program to change a variable
	I can make use of an event in a program to set a variable
	I can recognise that the value of a variable can be used by a program
4	I can choose the artwork for my project
	I can explain my design choices
	I can create algorithms for my project
5	I can create the artwork for my project
	I can choose a name that identifies the role of a variable
	I can test the code that I have written
6	I can identify ways that my game could be improved
	I can extend my game further using more variables
	I can share my game with others

Year 6 - Sensing

Computer Science - Programming B

Lesson	Objective
1	I can apply my knowledge of programming to a new environment
	I can test my program on an emulator
	I can transfer my program to a controllable device
2	I can identify examples of conditions in the real world
	I can use a variable in an if... then... else... statement to select the flow of a program
	I can determine the flow of a program using selection
3	I can use a condition to change a variable
	I can experiment with different physical inputs
	I can explain that if you read a variable, the value remains
4	I can explain the importance of the order of conditions in else if statements
	I can use an operand (e.g. <=>) in an if... then... statement
	I can modify a program to achieve a different outcome
5	I can decide what variables to include in a project
	I can design the algorithm for my project
	I can design the program flow for my project
6	I can create a program based on my design
	I can test my program against my design
	I can use a range of approaches to find and fix bugs