COMPUTING

Year 6: Autumn 1
Online Safety

Year 6

Online Safety

Objectives ✔

To understand media balance, ☐
To know how to avoid click bait, ☐
To know how gender stereotypes shape our online experience, ☐
To understand how to keep online friendships safe, ☐
To identify and stop cyber bullying, ☐
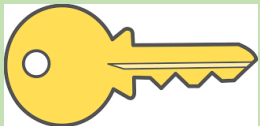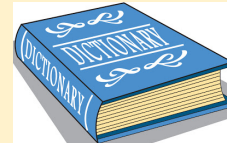To identify the important parts of an online news article ☐

Key Learning

Being safe online means individuals are protecting themselves and others from online harms and risks which may jeopardise their personal information, lead to unsafe communications or even effect their mental health and wellbeing.

Vocabulary

- Balance,
- Media,
- Click bait,
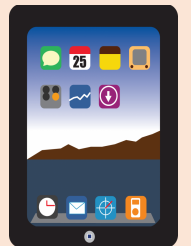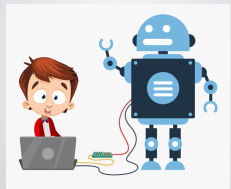- Advert,
- Gender,
- Private information,
- Cyber bullying,

Key Resources

COMPUTING

Year 6: Autumn 2 Coding and Programming

Objectives

- Program inputs, conditions, random variables for unpredictability, game timer. ☐
- Program inputs, conditions, sensing, random variables, operators for direction and data variables for scoring. ☐
- Use inputs, conditions, loops, sensing, costume changes and broadcasts. ☐
- Work with multiple sprites to send broadcast messages between them. ☐

Year 6
Programming in Scratch

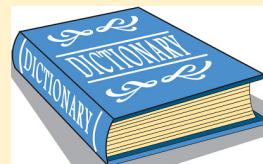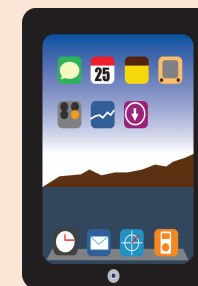Try FREE Sample Activity

Key Learning

The Scratch is one of the most popular platforms in education to teach programming. The activities consolidate the skills covered in the previous year groups. Pupils will gain independence in their coding skills by programming a list of variables, program audio outputs and inputs and using inputs, outputs, loops, conditions, sensing and variables.

Vocabulary

- Variables,
- Input,
- Output,
- Algorithm,
- Debug,
- Conditions,
- Sensing,

Key Resources

scratch.mit.edu

COMPUTING
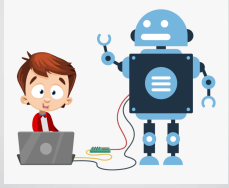
Year 6: Spring 1
VR Environment

Objectives

- What virtual reality is and how it can be used to help people. ☐
- Add, move and resize objects in a virtual reality environment ☐
- Animate objects for realism. ☐
- Use code blocks to add movement (with grouping) and interactions (conditions). ☐
- Create multiple scenes of VR environments, ☐

Year 6
Virtual Reality

Key Learning

Pupils will learn more about virtual reality and how it can be used to help people. They will design and create their own virtual environment, using their coding skills to animate, move and interactions.
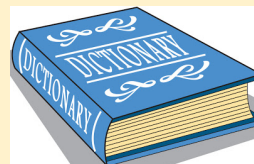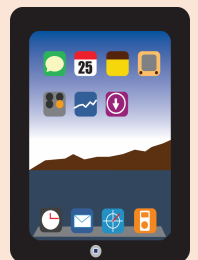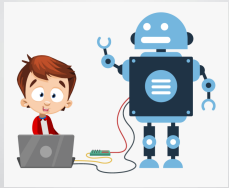
Vocabulary

- Virtual,
- Reality,
- Environment,
- Animation,
- Interactions,
- Scenes,

Key Resources

COMPUTING

Year 6: Spring 2 Web Design

Objectives

Use and combine a variety of software to design and create content that accomplishes given goals. ☐

Add and format text within a website. ☐

Organise sections and pages. ☐

Add and edit images. ☐

Include other features such as hyperlinks, buttons and files. ☐

Evaluate other websites and provide constructive feedback. ☐

Make necessary changes to the website based on feedback. ☐
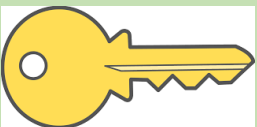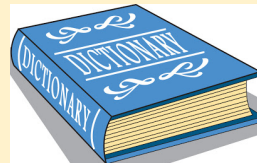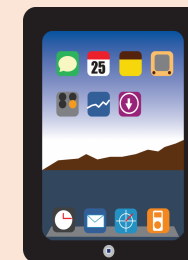
Year 6 Web Design
www

Key Learning

Pupils will complete activities to understand how web services can be used to create fully functional websites. Pupils will cover how to create web-pages using code, whilst this activity pack uses a drag and drop tool within weebly.

Vocabulary

- Content,
- Hyperlinks,
- Files,
- Text,
- Images,
- Format,
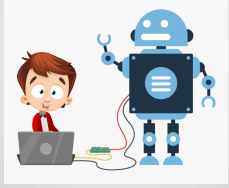
Key Resources

education.weebly.com

COMPUTING

Year 6: Summer 1

History of Computers

Objectives

- Design and create digital content to accomplish goals ☐
- Use search technologies effectively and be discerning in evaluating digital content ☐
- Understand how technology has changed over time and represent it as an interactive timeline. ☐
- Understand the impact (positive/negative) technological changes have on society. ☐

Key Learning

Pupils will think about and investigate how computers have changed over time. Pupils can also predict how computers will develop into the future. Pupils will share their findings using desktop publishing software such as Word, PowerPoint or Publisher. Pupils will need to access the Internet for research.
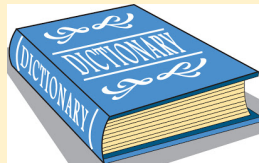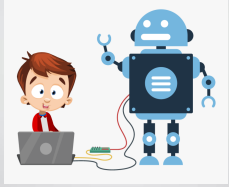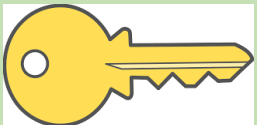
Year 6
Computers: Past, Present, Future.

1982
The Commodore 64 becomes the world's best selling computer

1984
Apple introduces the Macintosh with mouse and window interface

Vocabulary

- Design,
- Search engine,
- Digital content,
- Timeline,
- Interactive,

Key Resources

COMPUTING

Year 6: Spring 2 Image Editing

Year 6
Image Editing

Objectives ✅

– Take and crop a screenshot and learn about ratios. ☐
– Adjust the colours, brightness, contrast and filters. ☐
– Add drawing and text layers. ☐
– Import new images as layers and resize/add effects. ☐
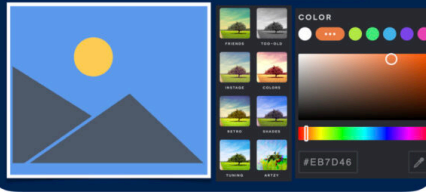– Save finished image to use in other projects. ☐

Key Learning

There are more digital images taken and used than ever before, mainly because of the quality of cameras on mobile phones. Because of this, more and more photos taken by phones are added to websites and social media. It is important for pupils to understand that the quality of the photos posted online should be the best they can be, especially for professional purposes on company websites.
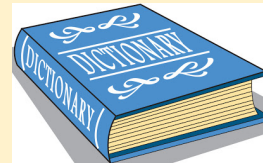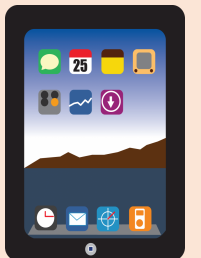
Vocabulary

- Screenshot,
- Crop,
- Ratio,
- Contrast,
- Filters,
- Layers,

Key Resources

pixlr.com