









Year 6 Computing Implementation

These statements are used to assess the impact of our teaching intention and the progress of the children during their learning journey.

	Autumn		Spring		Summer	
Software	 <p>Internet Safety</p>	 <p>Communication & Binary</p>	 <p>Simulations</p>	 <p>Coding (Touch Develop)</p>	 <p>Webpage Modelling</p>	 <p>Computational Thinking</p>
Learning	<p>I can discuss the positive and negative impact of use of ICT. I understand the potential risk of providing personal information online. I can identify safe websites. I can identify the benefits and problems of online friendships. I can explain what cyber-bullying is and ways to resolve it. I know how to report any suspicious.</p>	<p>I understand older methods of communication. I can understand what binary means. I can explain what an algorithm is. I can explain how we can represent letters and words in binary using an algorithm. I can explain how bytes can be used to send a message. I can use a graphical representation of binary bits to create a secret message. I can explain how modems send E-mail messages.</p>	<p>I understand why simulations are required. I can explore 'what if' questions by planning for different scenarios. I know how computers can monitor and control real-world systems. I can use a computer to control a floor robot.</p>	<p>I can work with variables. I can use logical reasoning to detect errors in algorithms I can use loops to create a symmetrical image. I can upload images and sound to be used in an app.</p>	<p>I can explain the consequences of spending too much time online or on a game. I can explain the Internet services used for different purposes I can talk about the way search results are selected and ranked. I can explain about copyright and acknowledge the sources of information that I find online. I can select an appropriate tool to communicate and collaborate online.</p>	<p>Understanding computational thinking is the step before programming. Developing computational skills to support programming. Sudoku The Icosian Game – mathematician, Sir William Hamilton. The escape maze Predicting a finger count. The Cut Block Puzzle</p>