Content and Skills in Computing

Year 6

	Content	Skills	Proposed topic
Year 6	To design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts. To use sequence, selection, and repetition in programs; work with variables and various forms of input and output. To use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs. To understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration. To select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that	I can write a program for a NXT Mindstorms. I can debug errors. I can write programs that include sensors as inputs to activate them. I can write a program to solve a puzzle for a floor robot. I can write an algorithm to move a screen robot to achieve a desired outcome (write name – Hopscotch app) I can use Google Classroom to collaborate and share with the rest of my class. I can create a presentation using iMovie. I can combine video, music and photographs. I can add narration and titles.	 All Living Things.

	accomplish given goals, including collecting, analysing, evaluating and presenting data and information.	
	To use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.	I can explain how to stay safe on the internet, including when using social media. I am aware of my digital footprint.	E-Safety.