Class: Year 6

Unit		
Aut 1 **Unit title:** Networks/Graphing	**National Curriculum coverage** - 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 - use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content - 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 accomplish given goals, including collecting, analysing, evaluating and presenting data and information	**Key computing skills** • To understand what a computer network is and identify examples of networks at home, school and in the wider world. • To understand the difference between the internet and the World Wide Web and explore the services they provide. • To explore how the internet can be used for communication and collaboration, and how to do this safely and respectfully. • To explore who is in charge of the internet and how rules and website blocking can affect people, society and online platforms. • To create comparative bar charts using graphing software. • To create pie charts using graphing software. • To create line graphs using graphing software. • To present data in graphs to support an argument.
Aut 2 **Unit title:** Blogging/Data Detectives	**National Curriculum coverage** - use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact. - 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 - use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content - 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 accomplish given goals, including collecting, analysing, evaluating and presenting data and information	**Key computing skills** • To understand blogs and their features. • To plan the theme, content and structure for a blog post. • To write and style a blog post. • To review and comment on blog posts with an understanding of online safety. • To find information in databases by filtering and sorting. • To create graphs from data within a database. • To be able to find information in linked table databases. • To be able to find requested information using databases.
Spr 1 **Unit title:** Coding	**National Curriculum coverage** - design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts - use sequence, selection, and repetition in programs; work with variables and various forms of input and output - use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs	**Key computing skills** • To understand ways to use cloning in 2Code. • To explore the use of hotspots in 2Code. • To understand the different options for generating and using user input in 2Code. • To use flowcharts to test and debug a simulation. • To use program design documentation to produce a program. • To understand how 2Code can be used to make a text-based adventure game.
Spr 2 **Unit title:** Spreadsheets	**National Curriculum coverage** - 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 - use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content - select, use and combine a variety of software (including	**Key computing skills** • To understand and use basic formatting in Numbers. • To develop skills in using basic functions in Numbers. • To create and format charts in Numbers. • To sort and filter data within a spreadsheet.

	internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information	• To understand and use advanced functions in Numbers. • To combine Numbers skills to create an effective spreadsheet for a given purpose.
Sum 1 **Unit title:** 3D Modelling	**National Curriculum coverage** - 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 - use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content - 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 accomplish given goals, including collecting, analysing, evaluating and presenting data and information	**Key computing skills** • To explore and develop simple 3D models using CAD software. • To explore the effect of moving points when designing. • To plan, design and begin creating packaging to meet a design brief. • To refine, assemble and evaluate the finished packaging prototype.
Sum 2 **Unit title:** Into to Python	**National Curriculum coverage** - design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts - use sequence, selection, and repetition in programs; work with variables and various forms of input and output - use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs	**Key computing skills** • To understand that Python is a text-based coding language and enter simple commands. • To use Python to perform mathematical calculations. • To be able to use repetition and Python library functions. • To understand how Python in Pieces can be used to program a graphical user interface.