



Subject: Computing Year 6

Overview

Our year 6 computing curriculum is structured in units, using the Teach Computing Curriculum. It incorporates the National Centre for Computing Education's computing taxonomy to ensure comprehensive coverage of the subject with units building on each other from one key stage to the next.

Autumn

Autumn Term 1

Communication and collaboration

- Internet addresses
- Data packets
- Working together
- Shared working
- How we communicate
- Communicating responsibly

Autumn Term 2

Web page creation

- What makes a good website?
- How would you lay out your web page?
- Copyright or copyWRONG?
- How does it look?
- Follow the breadcrumbs
- Think before you link!

Assessment:

Formative assessment opportunities are provided throughout each lesson.

Summative assessment through multiple choice quizzes.

Spring

Spring Term 1

Programming A – Variables in games

- Introducing variables
- Variables in programming
- Improving a game
- Designing a game
- Design to code
- Improving and sharing

Spring Term 2

Introduction to spreadsheets

- Collecting data
- Formatting a spreadsheet
- What's the formula?
- Calculate and duplicate
- Event planning
- Presenting data

Assessment:

Formative assessment opportunities are provided throughout each lesson.

Summative assessment through multiple choice quizzes.

Summer

Summer Term 1

3D modelling

- Introduction to 3D modelling
- Modifying 3D objects
- Make your own name badge
- Making a desk tidy
- Planning a 3D model
- Make your own 3D model

Summer Term 2

Sensing

- The micro:bit
- Go with the flow
- Sensing inputs
- Finding your way
- Designing a step counter
- Making a step counter

Assessment:

Formative assessment opportunities are provided throughout each lesson.

Summative assessment through multiple choice quizzes.