

## Computing Curriculum Year 6

AUTUMN 1	AUTUMN 2	SPRING 1	SPRING 2	SUMMER 1	SUMMER 2
COMPUTING SYSTEMS AND NETWORKS	CREATING MEDIA	PROGRAMMING A	DATA AND INFORMATION	CREATING MEDIA	PROGRAMMING B
<p><b>Internet communication</b> Recognising how the WWW can be used to communicate and be searched to find information.</p>	<p><b>Webpage creation</b> Designing and creating webpages, giving consideration to copyright, aesthetics, and navigation.</p>	<p><b>Variables in games</b> Exploring variables when designing and coding a game.</p>	<p><b>Introduction to Spreadsheets</b> Answering questions by using spreadsheets to organise and calculate data.</p>	<p><b>3D modelling</b> Planning, developing, and evaluating 3D computer models of physical objects.</p>	<p><b>Sensing</b> Designing and coding a project that captures inputs from a physical device.</p>
<p><b>NC Objectives covered:</b> design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts; 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; use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.</p>	<p><b>NC Objectives covered:</b> 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; use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report</p>	<p><b>NC Objectives covered:</b> 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; select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of</p>	<p><b>NC Objectives covered:</b> 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.</p>	<p><b>NC Objectives covered:</b> 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; use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.</p>	<p><b>NC Objectives covered:</b> 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; select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of</p>

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