# Willow Class Computing Curriculum Planner: Year 6 2018/2019 🙋 🕪 👼



e-Safety- planned within PSHE / Citizenship using Somerset BYTE Awards

**Autumn** 

## I am kind and responsible

Agree class internet rules based on personal responsibilities. Include cyberbullying messages in Anti-bullying week.

Year 6 Checking My Fitness

2 sessions

check heart rate before and

investigate what happens

TIOL 2 - CORE

Year 6 Using My Information

4 sessions

children's understanding of

Search the internet to find

· Children discover how to

Programming 1 - CORE

Year 6 Test My Topic with

Create a Times Table quiz

Plan a game adapting Times

Table quiz for a quiz game

Collect/create sound and

algorithm for a game

image files to use Plan an

Multimedia 1 – CORE

Year 6 Sell My School

2 sessions

promotional video to attract

parents, children and staff Discuss how they can

promoto thair awn cchool

Scratch 8 sessions

Use resources to build

search engines

information

Use datalogger or app to

after exercise

Use technology to

e-Safety- planned within PSHE / Citizenship using Somerset BYTE Awards

**Spring** 

### I am safe

Keep personal details private, consider who you are talking to online and make sure a trusted adult knows what you are doing online. Use Safer Internet Day to focus on use of the internet and different technologies.

e-Safety - planned within PSHE / Citizenship

### I am healthy

using Somerset BYTE Awards

**Summer** 

Consider age-appropriate and healthy use of technology. Include consideration of time spent using technology and recognition of appropriate websites and games in Health week.







## **Basic Skills**

(to support my learning across the curriculum)

- Securely access a variety of devices and online resources
- Store documents and videos online where they can be accessed by themselves and shared with others
- Use knowledge of software and apps to combine technologies to support my learning
- Recognise file types for text, image and video files
- Use a range of search filters e.g. +, -, or, info: advanced searching, file type
- Effectively use right click menu within documents and presentations
- Save as a particular file type
- Select menu options within a variety of apps
- Create tables
- Use find and replace when editing documents

#### Handling Data 3 - CHOICE TIOL 3 - CHOICE

Year 6 Sharing My Knowledge 3 sessions

- Talk about the online tools they could use to achieve a variety of tasks
- Describe the risks they may need to consider when using the tools
- Help teachers to know about

## Multimedia 2 - CHOICE

Year 6 My Non-Linear Presentation 4 sessions

- Complete a basic skills checklist of skills
- Discuss non-linear presentations Plan a nonlinear presentation based on a class topic
- Choose images for a topic

## Programming 4 – CHOICE

Year 6 Rock My Microbit!

4 sessions

- Create an A / B / C response system to show answer to questions
- Use a variable to create a score board as a class for the teacher to show on the screen

Handling Data 2 - CHOICE

Year 6 Checking Out My Websites 3 sessions

- Plan an investigation
- · Collect data based on their learning about websites
- Present findings to others

# Multimedia 3 - CHOICE

Year 6 My Minecraft Story

6 sessions

- Discuss rules for using Minecraft
- Build the location of a class
- Present their location to the class using descriptive

### Handling Data 1 - CORE

Year 6 Answer My Questions 4 sessions

- · Consider data and information
- Identify data about Olympics
- Explore online databases
- Plan an investigation using the databases

## Programming 3 - CHOICE

Year 6 My Logo Web and Function Machines 6 sessions

- Review knowledge of Logo. and create shapes of different colours
- Meet challenges to recreate unusual shapes

TIOL 3 - CHOICE

Year 6 Sharing My Knowledge 3 sessions

- Talk about the online tools they could use to achieve a variety of tasks
- Describe the risks they may need to consider when using
- Help teachers to know about

### Additional unplugged activities to reinforce computational thinking

#### **Prinigma Machine** (2 x 45 minutes)

- Make a Prinigma machine
- Decipher and send a message
- Understand how the Enigma machine worked

### **Logical Number Sequences** (45 minutes)

- Explain the rule for a number sequence and predict which number(s) comes next
- Use logical reasoning as they work out and explain their algorithms.

Sign up free to **Barefoot Computing**.

## **Intelligent Piece of Paper**

(30 - 40 minutes)

- Can a human being beat a piece of paper at noughts and crosses?
- Think about 'What is a program?'





Look another school's