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| **Computing Overview Year 6** | | | | | |
| **Autumn 1** | **Autumn 2** | **Spring 1** | **Spring 2** | **Summer 1** | **Summer 2** |
| Communication and Collaboration   1. To explain the importance of internet addresses. 2. To recognise how data is transferred across the internet. 3. To explain how sharing information online can help people to work together. 4. To evaluate different ways of working together online. 5. To recognise how we communicate using technology. 6. To evaluate different methods of online communication. | Webpage Creation To review an existing website and consider its structure.  1. To plan the features of a web page. 2. To consider the ownership and use of images (copyright).  To recognise the need to preview pages.  1. To outline the need for a navigation path. 2. To recognise the implications of linking to content owned by other people. | Variables in Games   1. To define a ‘variable’ as something that is changeable. 2. To explain why a variable is used in a program. 3. To choose how to improve a game by using variables. 4. To design a project that builds on a given example. 5. To use my design to create a project. 6. To evaluate my project. | Introduction to Spreadsheets   1. To create a data set in a spreadsheet. 2. To build a data set in a spreadsheet. 3. To explain that formulas can be used to produce calculated data. 4. To apply formulas to data. 5. To create a spreadsheet to plan an event. 6. To choose suitable ways to present data. | 3D Modelling   1. To recognise that you can work in three dimensions on a computer. 2. To identify that digital 3D objects can be modified. 3. To recognise that objects can be combined in a 3D model. 4. To create a 3D model for a given purpose. 5. To plan my own 3D model. 6. To create my own digital 3D model. | Sensing   1. To create a program to run on a controllable device. 2. To explain that selection can control the flow of a program. 3. To update a variable with a user input. 4. To use a conditional statement to compare a variable to a value. 5. To design a project that uses inputs and outputs on a controllable device. 6. To develop a program to use inputs and outputs on a controllable device. |