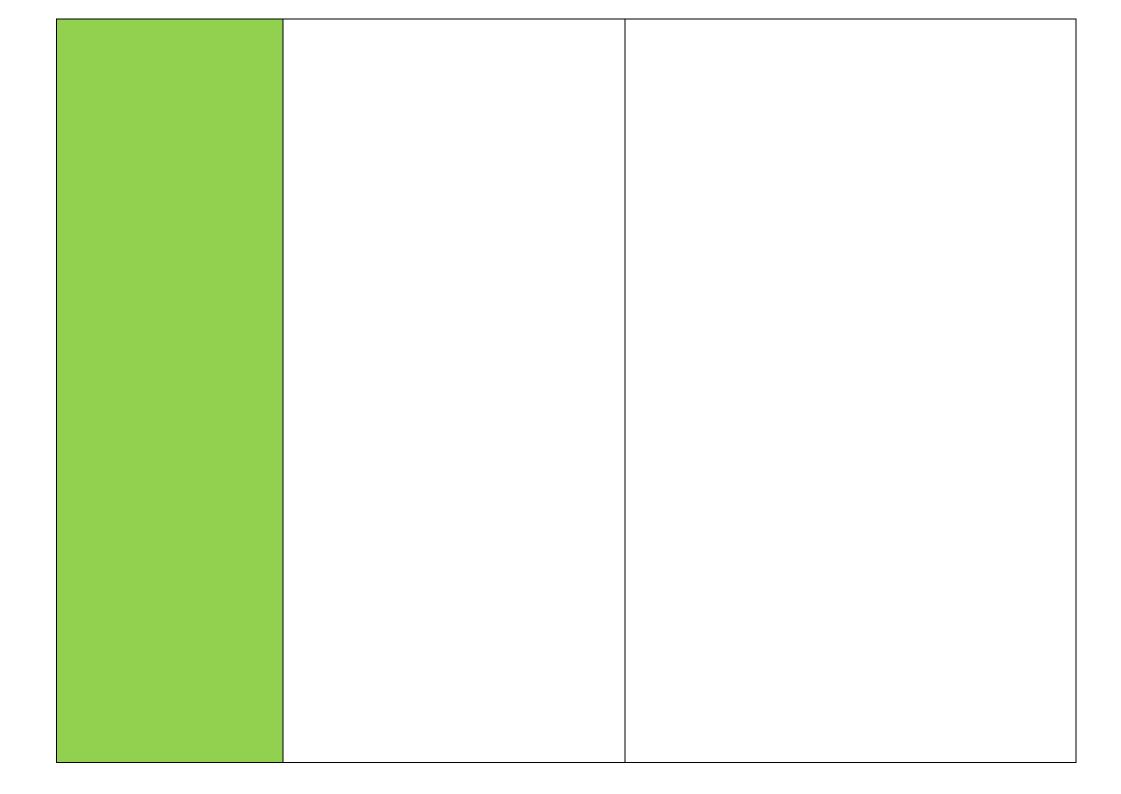
De Bohun Computing Framework 2019 Year 6

Computer Science	Year 6 Learning Objectives	Resources/ Activity Ideas
 design, write and debug programs that accomplish 	Be able to identify bugs and debug as necessary.	Maths Times Table
specific goals, including controlling or simulating physical systems;	Able to improve and modify code to increase performance of a program.	http://code-it.co.uk/scratch/tablesgame/tablesgameoverview
 solve problems by decomposing them into smaller parts 	Use IF code blocks to alter co-ordinates and rotation of an object.	
 use sequence, selection, and repetition in programs; work with variables and 	Know how to use the screen layers facility- background/foreground	Dependent on time to choose one of the UCL or Phil Bagge projects to reinforce objectives especially random and join operatives.
various forms of input and outputuse logical reasoning to explain	Pens and movement- series of different shades and areas of the screen used for drawing.	
how some simple algorithms work and to detect and correct errors in algorithms and	Use broadcast text and other inputs to trigger different events.	
programsunderstand computer networks	Use IF THEN ELSE conditions to control several events.	
including the internet; how they can provide multiple services, such as the world	Use a range of sensing tools to control events. Use lists of variables to enhance program.	
wide web;	In addition to using previous year group operators can now use	
	Random () to () Join() ()	
	AG to link some objectives with networks	
	Understand the meaning of networks and how they provide multiple services	We Are Network Technicians 7 sessions 25 th Feb- April 22 nd .



ICT/Multimedia	Year 6 Learning Objectives	Resources/Suggested Activity Ideas
 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. 	 Able to discuss audience, atmosphere and structure of a presentation or video. Collect information and media from a range of sources (considering copyright) into a presentation. Use sound, text, transitions, hyperlinks and HTML code in a presentation. (network project) Evaluate the effectiveness of their own work and work of others. Able to analyse, evaluate and present data. Able to interrogate a database, refining searches to answer questions. Able to make use of a range of search engines appropriate to finding information that is required. Can appreciate that search engines rank pages based on the number and quality of in-bound links. 	 6.3 We Are Advertisers- make a short TV advert April 29"- 24" June Www.purplemash.com/#app/tools/2pubextra/storyboard Plan your ad using this storyboard Www.purplemash.com/#app/tools/2seq Create a musical sound track to your ad We Are Publishers- produce a class year book or magazine. Collaborative project. Pupils in pairs contribute to designated pages of one of the above. Or, they could produce their own year book. AG – possible 4 sessions available maybe more via Thurs am slot. What can be achieved in class? Pupils can continue project in class via iPads. www.purplemash.com/#app/tools/2Connect Use the collaborative functionality of 2 write and/or 2Connect to brainstorm and share ideas to plan your Yearbook www.purplemash.com/#app/pup/blank_template Create your own Yearbook adding your own images, text and sound options in this blank template. This template could be used in teacher mode to prepare a template that includes a checklist of tailored writing tips and then set as a 2do for the class. 2Blog (and displayboards) can be used as a tool to give and respond to feedback, for collating content and for sharing an online version of the yearbook with a wider audience. See user guides at www.purplemash.com/#app/guides/2Blog_pdf_Guide and www.purplemash.com/#app/guides/2Blog_pdf_Guide and www.purplemash.com/#app/guides/Displayboards.pdf_Guide

Digital Literacy	Year 6 Learning Objectives	Resources/Suggested Activity Ideas
Digital Enclacy	Understands how domain names are converted into IP	We Are Network Technicians
 Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable 	addresses on the internet. Understands the importance of keeping personal	Teachers all objectives spring/summer term Safer Internet Day Tuesday 11th February 2020
behaviour; identify a range of ways to report concerns	information safe.	Leaflet- 10Sept- 1 Oct – Online Safety Scenarios BBC OWN IT WEBSITE
about content and contact.	The child can identify principles underpinning acceptable use of digital technologies.	https://www.bbc.com/ownit/its-personal/perfect-posts?collection=phone- fomo https://www.bbc.co.uk/newsround/44074704
 Understand the opportunities networks 	(The child can identify some principles underpinning acceptable behaviour when using technologies in a range of contexts. Contexts could include smartphone	https://www.bbc.co.uk/newsround/13908828
offer for communication and collaboration	or tablet use; the use of online project management tools; online surveys and recording of interviews; creating and sharing digital content.)	Thinkuknow <u>http://www.safetynetkids.org.uk/personal-safety/staying-safe-online/</u> (gives info about phone safety and cyber bullying.
 Be discerning in evaluating digital content 	Know a range of ways to report concerns and	https://digital-literacy.org.uk/curriculum-overview/year6/year-6-sol-(1).aspx/ https://www.e- safetysupport.com/resources/details/?resource_type=lesson_plans
digital content	Now a range of ways to report concerns and inappropriate behaviour in a variety of contexts. Pupils should know how to report inappropriate behaviour when using technology in school: preferably this will be to their teacher, the network manager or another trusted adult. They should know how to report any concerns over, or inappropriate behaviour with, digital technology at home. Preferably this would be through discussion with their parents, with you or with another trusted adult. Pupils should also know how to report inappropriate behaviour to those running websites which they regularly use, and to ChildLine, CEOP or the police. Pupils should know that illegal content or activities can be reported to CEOP or the police Able to form an opinion about the effectiveness of digital content	safetysupport.com/resources/details/?resource_type=lesson_plans http://amazingict.co.uk/e-safety

The child can use online tools to plan and carry out a	
collaborative project	