

Computing:

Y6 spring term



National Curriculum subject content:

- ✓ 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.
- ✓ 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.
- ✓ 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.
- ✓ 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

National Curriculum theme:

- ✓ Computer Science
- ✓ Information Technology
- ✓ Digital Literacy

Key Vocabulary: Blogging

Approval	The act of acknowledging something is appropriate.
Archive	In this case, where older blog or vlog posts are stored.
Blog	A regularly updated website or web page, typically one run by an individual or small group, that is written in an informal or conversational style.
Blog post	A piece of writing or other item of content published on a blog.
Collaborate	Work jointly on an activity or project.
Commenting	To express an opinion or reaction in speech or writing.
Vlog	A personal website or social media account where a person regularly posts short videos.

Key Vocabulary: Text Adventure

Text-based Adventure	A computer game that uses text instead of graphics.
Debug\ Debugging	Fixing code that has errors so that the code will run the way it was designed to.
Sprite	A computer graphic which may be programmed to move on-screen.
Selection	When selection is used, a program will choose a different outcome depending on a condition.
Function	In this context, a section of code that gets run when it is called from the main code. A function in a program is usually a piece of code that gets run lots of times.

Key Vocabulary: Networks

Hub\Switch	The connection point for networks where data packets from many locations converge and are then sent out to different devices.
Internet	A global computer network providing a variety of information and communication facilities consisting of interconnected networks using standardized communication protocols.
Local area network (LAN)	A computer network that links devices within a building or group of adjacent buildings, especially one with a radius of less than 1 km.
Network	Several interconnected computers, machines, or operations.
Router	A device which forwards data packets to the appropriate parts of a computer network.
Wide area network (WAN)	A collection of local-area networks (LANs) or other networks that communicate with one another over a large physical area or even globally.
World Wide Web	An information system on the Internet which allows documents to be connected to other documents by hypertext links, enabling the user to search for information by moving from one document to another
Wi-Fi	A facility allowing computers, smartphones, or other devices to connect to the Internet or communicate with one another wirelessly within a particular area.

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Sequence of Learning:										
Objectives (key knowledge):										
Purple Mash Unit 6.4 Blogging (4 lessons)				Unit 6.5 Text Adventure (4 lessons)				Unit 6.6 Networks (3 lessons)		
What is a blog? Objective 1: To identify the purpose of writing a Blog and the features of successful blog writing.	Planning a blog Objective 2: To plan the theme and content for a Blog.	Writing a blog Objective 3: To understand how to write a blog / blog post and consider the effect upon the audience of changing the visual properties of the blog. To understand how to contribute to an existing blog.	Sharing Posts and Commenting Objective 4: To understand the importance of commenting on blogs. To peer-assess blogs against the agreed success criteria. To understand how and why blog posts and comments are approved by the teacher.	What Is a Text Adventure? Planning a Story Adventure Objective 5: To find out what a text-based adventure game is and to explore an example made in 2Create a Story. To use 2Connect to plan a 'Choose your own Adventure' type story.	Making a Story-based Adventure Game Objective 6: To use 2Connect plans for a story adventure to make the adventure using 2Create a Story.	Introducing Map-Based Text Adventures Objective 7: To introduce an alternative model for a text adventure which has a less sequential narrative.	Coding a Map Based Text Adventure Objective 8: To use written plans to code a map-based adventure in 2Code.	The World Wide Web and the Internet Objective 9: To discover what we already know about the Internet.	Our School Network and Accessing the Internet Objective 10: To find out what a LAN and WAN Are and find out how we access the internet in school.	Research Objective 11: To research and find out about the age of the internet and think about what the future might hold.