

KFJS

Computing Curriculum Map

In each unit children will: gain knowledge of different computing devices and apps.

Year 6

Unit	1	2	3	4	5	6
Key Question	How can I support others to stay safe online?	What is needed to create a website of my own?	How can data be presented?	How can I use variables in Scratch to design a game?		How can I showcase all the computing skills I have learnt at KFJS?
Essential understanding and skills	Know that a variety of apps and tools can be used to achieve a particular outcome. Be able to identify the suitability of a website and evaluate the information it is providing.	Be able to recognise that web pages can contain different media types Be able to recognise that a website is a set of hyperlinked web pages and be able to insert hyperlinks between pages Be able to recognise the components of a web page layout Create a new webpage, add new text and embed media Be able to recognise the need to preview pages (different screens / devices)	Be able to explain what a spreadsheet is and can be used for and explain that formulas can be used to produce calculated data. Be able to change the layout of the page: Landscape or portrait Insert header, footer and page number Add columns Adjust line spacing Adjust margins To able to calculate data using a formula for each operation.	Know that variables allow us to store, change and access information as the program runs. Be able to create an algorithm or code that uses variables. Be able to explain what purpose the variable fulfils in the algorithm or code.	Know that a variety of apps and tools can be used to achieve a particular outcome.	Be able to identify the suitability of a website and evaluate the information it is providing. Know about copyright and acknowledge the sources of information found online.
Esafety objectives	Explain the consequences of sharing too much about self online.	Explain the consequences to self and others of not	Support friends to protect themselves and make good choices online, including	Explain the consequences to self and others of not	Protect password and other personal information.	Support friends to protect themselves and make good choices online,

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	<p>Support friends to protect themselves and make good choices online, including reporting concerns to an adult. Explain the consequences of spending too much time online or on a game. Protect computer or device from harm on the Internet.</p> <p>Combine a range of media, recognising the contribution of each to achieve a particular outcome. Explain why selecting a particular tool for a specific purpose. Be digitally discerning when evaluating the</p>	<p>communicating kindly and respectfully. Project evolve online identity lesson. E+R=O Event + Response = Outcome.</p>	<p>reporting concerns to an adult.</p> <p>https://projectevolve.co.uk/toolkit/resources/content/online-reputation/7-11/i-can-explain-the-ways-in-which-anyone-can-develop-a-positive-online-reputation/?from=years</p>	<p>communicating kindly and respectfully.</p> <p>Twinkle year 6 lesson pack. Lesson 1 – cyberbullying.</p>	<p>Project evolve</p>	<p>including reporting concerns to an adult.</p> <p>Project evolve</p>

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	effectiveness of own work and the work of others. Talk about the way search results are selected and ranked. Check the reliability of a website. Create a social media safety video for children. Research a chosen social media, write a script and then create a video using app/apps of their choice					
Computer science and digital literacy objectives and skills	Digital literacy Talk about audience, atmosphere and structure when planning a particular outcome. Combine a range of media, recognising the contribution of each to	Digital literacy Recognise the common features of a web page Can say why I should use copyright-free image Can add content to my own web page and	Digital literacy Be able to explain what a spreadsheet is and can be used for and explain that formulas can be used to produce calculated data NCC spreadsheets	Computer science Be able to create an algorithm or code that uses variables. Know that variables allow us to store, change and access information as the program runs.	Digital literacy A series of one off lessons using iPad and Laptops. Typing, programing, filming, Esafety etc. One off iPad, Esafety and laptop lessons.	Digital literacy Talk about audience, atmosphere and structure when planning a particular outcome. Combine a range of media, recognising the contribution of each

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	achieve a particular outcome.	preview what my web page looks like NCC website creation		Programming A – Variables in games (Year 6)		to achieve a particular outcome. Explain why selecting a particular tool for a specific purpose. Be digitally discerning when evaluating the effectiveness of own work and the work of others. Know about copyright and acknowledge the sources of information found online. Web research and present. Work in groups of two or three, decide on something to research, and present to the class. A chance to use and showcase their computing skills learnt at KFJS.

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Assessment	Can I explain the consequences of not communicating kindly and respectfully online and the consequences of sharing too much about yourself online? ESAFETY VIDEO social media – iPads	Can I create my own website? NCC website creation	Can I organising data into columns and rows and use formulas to calculate data using Microsoft Excel? Summative assessment to be completed by each child – from there a judgment of 1,2 or 3 can be made. Score out of 10. 0-3 wts 4-7 exp 8-10 gds	Can I use variables in programming to create a game? NCCE Variables in a game Summative assessment to be completed by each child – from there a judgment of 1,2 or 3 can be made. Score out of 10. 0-3 wts 4-7 exp 8-10 gds	No assessment – iPad one off lessons.	Can I explain what copyright is and acknowledge the sources of information I found online? Research and present project using all skills learnt at KFJS.
WTS	Need support to complete research and find suitable websites Lack confidence in selecting an app to use Use only one app to create video	Be aware that planning helps create a better outcome Some parts of the layout have been planned	Can explain what an item of data is. Can enter data into a spreadsheet.	Can identify that variables can hold numbers or letters. Can explain what a variable is but not able to successfully create a		Information found from research is limited and copied straight from website. Only one app used to present information.

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		Recognise that multiple webpages can be added Aware of differences when viewing how the webpage will look on different devices		program using variables.		
EXS	Know the way search results are selected and ranked. Check the reliability of a website. Combine a range of media, recognising the contribution of each to achieve a particular outcome. Consider the audience, atmosphere and structure when planning video. Explain the consequences of	Layout contains multiple sections Layout relates to a relevant purpose/audience Use copyright-free images Design is clear and organised Suggest some improvements Design considers how the page will look on different devices	Can choose an appropriate format for a cell. Can create a formula which includes a range of cells. Can construct a formula in a spreadsheet.	Can explain that a variable has a name and a value. Can recognise that the value of a variable can be changed. Can create a variable for own project.		More than one website used to conduct research. A variety of tools used to enhance presentation – colour, pictures, text boxes, animations etc.

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	sharing too much about self online.					
GDS	Able to explain why they selected the apps they used and the impact they have on the audience. Explain the consequences to self and others of not communicating kindly and respectfully and offer advice. Talk about audience, atmosphere and structure when planning a particular outcome.	Use additional features (editing, image carousels, maps) Layout contains original work Make references or acknowledgements (fair use) Add, organise, and link multiple pages Enhance website with embedded content Justify and make improvements	Can identify that changing inputs changes outputs Can apply a formula to multiple cells by duplicating it	Can add more than one variable to a project. Explain to others any bugs found and how they were fixed Identify how their project could be enhanced		Use search engines with efficiency, checking the reliability of information found. Information is presented in a clear and cohesive manner using a variety of tools.