



Computing Objectives Year 6

Y6	Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.	1) Create appropriate animations for a story scene.	
Y6		2) Structure and control the timing of events.	
Y6		3) Control when objects need to be visible.	
Y6		4) Sequence events to create a story narrative.	
Y6		5) Add voice sounds to enhance an animated story.	
Y6		6) Add interactive user features to a scene or story.	
Y6		2) Program Kodu using 'When' and 'Do' instructions.	
Y6		3) Use tools and add features to create an original landscape in Kodu.	
Y6		5) Program a character to be controlled around a custom track to reach a goal.	
Y6		6) Program a character to follow an automatic path.	
Y6		Use sequence, selection, and repetition in programs; work with variables and various forms of input and output.	1) Create appropriate animations for a story scene.
Y6			2) Structure and control the timing of events.
Y6	3) Control when objects need to be visible.		
Y6	4) Sequence events to create a story narrative.		
Y6	5) Add voice sounds to enhance an animated story.		
Y6	6) Add interactive user features to a scene or story.		
Y6	Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.	1) Create appropriate animations for a story scene.	
Y6		2) Structure and control the timing of events.	
Y6		3) Control when objects need to be visible.	
Y6		4) Sequence events to create a story narrative.	
Y6		5) Add voice sounds to enhance an animated story.	

Y6		6) Add interactive user features to a scene or story.
Y6		1) Investigate and evaluate the features of programming software.
Y6		4) Analyse and deconstruct code to work out its purpose.
Y6		2) Program Kodu using 'When' and 'Do' instructions.
Y6		3) Use tools and add features to create an original landscape in Kodu.
Y6	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.	2) Locate and check appropriate digital content, and provide accurate crediting of sources.
Y6	Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content.	4) Identify how the media play a powerful role in shaping ideas about girls and boys.
Y6		2) Locate and check appropriate digital content, and provide accurate crediting of sources.
Y6	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.	1) Enter data and formulae into a spreadsheet.
Y6		2) Order and present data based on calculations.
Y6		3) Add, edit and calculate data.
Y6		4) Use a spreadsheet to solve problems.
Y6		5) Plan and calculate a spending budget.
Y6		6) Design a spreadsheet for a specific purpose.
Y6		1) Use appropriate software and other tools effectively to write a film script.
Y6		5) Use video editing software to create a short film.
Y6		6) Use video editing software to turn a film project into a finished movie and present it.
Y6		3) Use digital recording devices to film and import into video editing software.

Y6		4) Plan, conduct and import video interviews as part of a short film.
Y6		1) Investigate and evaluate the features of programming software.
Y6	Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.	1) Find similarities and differences between in-person and cyberbullying.
Y6		1) Identify good strategies to deal with cyberbullying.
Y6		2) Identify secure websites by identifying privacy seals of approval.
Y6		3) Understand the benefits and pitfalls of online relationships.
Y6		3) Identify information that I should never share.
Y6		4) Identify how the media play a powerful role in shaping ideas about girls and boys.
Y6		5) Apply my e-safety knowledge to my online activities.
Y6		6) Use my knowledge of e-safety to create a multiple choice quiz.