

Autumn	Spring	Summer	
<p>Programming 1 - CORE</p> <p>Year 6 Test My Topic with Scratch</p> <p>8 sessions</p> <ul style="list-style-type: none"> • Create a Times Table quiz • Plan a game adapting Times Table quiz for a quiz game • Collect/create sound and image files to use Plan an algorithm for a game • Program the game in Scratch using variables to add a score • Continue to test game while making it 	<p>Programming 3 – CHOICE</p> <p>Year 6 My Logo Web and Function Machines</p> <p>6 sessions</p> <ul style="list-style-type: none"> • Review knowledge of Logo and create shapes of different colours • Meet challenges to recreate unusual shapes • Make shapes grow and create a spider web • Make numbers and function machines 	<p>Programming 4 – CHOICE</p> <p>Year 6 Rock My Microbit!</p> <p>4 sessions</p> <ul style="list-style-type: none"> • Create an A / B / C response system to show answer to questions • Use a variable to create a score board as a class for the teacher to show on the screen • Create a counter to keep score or to count exercises • Create a rock, paper, scissors game 	<p>Basic Skills (to support my learning across the curriculum)</p> <ul style="list-style-type: none"> • Securely access a variety of devices and online resources • Store documents and videos online where they can be accessed by themselves and shared with others • Use knowledge of software and apps to combine technologies to support my learning • Recognise file types for text, image and video files • Use a range of search filters e.g. +, -, or, info: advanced searching, file type • Effectively use right click menu within documents and presentations • Save as a particular file type • Select menu options within a variety of apps • Create tables • Use find and replace when editing documents
<p>e-Safety- planned within PSHE / Citizenship using Somerset BYTE Awards</p> <p>I am kind and responsible</p> <p>Agree class internet rules based on personal responsibilities. Include cyberbullying messages in Anti-bullying week.</p>	<p>e-Safety- planned within PSHE / Citizenship using Somerset BYTE Awards</p> <p>I am safe</p> <p>Keep personal details private, consider who you are talking to online and make sure a trusted adult knows what you are doing online. Use Safer Internet Day to focus on use of the internet and different technologies.</p>	<p>e-Safety – planned within PSHE / Citizenship using Somerset BYTE Awards</p> <p>I am healthy</p> <p>Consider age-appropriate and healthy use of technology. Include consideration of time spent using technology and recognition of appropriate websites and games in Health week.</p>	<p>Additional unplugged activities to reinforce computational thinking</p> <p><u>Logical Number Sequences</u> (45 minutes)</p> <ul style="list-style-type: none"> • Explain the rule for a number sequence and predict which number(s) comes next • Use logical reasoning as they work out and explain their algorithms. <p>Sign up free to Barefoot Computing.</p> <p><u>Intelligent Piece of Paper</u> (30 - 40 minutes)</p> <ul style="list-style-type: none"> • Can a human being beat a piece of paper at noughts and crosses? • Think about 'What is a program?'
<p>Multimedia 1 – CORE</p> <p>Year 6 Sell My School</p> <p>2 sessions</p> <ul style="list-style-type: none"> • Look another school's promotional video to attract parents, children and staff • Discuss how they can promote their own school • Form a production team to create a promotional video for their school • Use a range of multimedia techniques in their video 	<p>Multimedia 2 – CHOICE</p> <p>Year 6 My Non-Linear Presentation</p> <p>4 sessions</p> <ul style="list-style-type: none"> • Complete a basic skills checklist of skills • Discuss non-linear presentations Plan a non-linear presentation based on a class topic • Choose images for a topic and apply to a master slide • Add internal hyperlinks, weblinks, animation, sound and transitions 	<p>Handling Data 3 – CHOICE</p> <p>Year 6 Checking My Fitness</p> <p>2 sessions</p> <ul style="list-style-type: none"> • Use datalogger or app to check heart rate before and after exercise • Use technology to investigate what happens when you exercise <p>Handling Data 1 – CORE</p> <p>Year 6 Answer My Questions</p> <p>4 sessions</p> <ul style="list-style-type: none"> • Consider data and information • Identify data about Olympics • Explore online databases • Plan an investigation using the databases • Present the outcomes of their investigation to others 	

Open Ended Challenge

Identify an appropriate challenge to allow children to

- Use computational thinking to plan, develop and evaluate their use of technology
- Have a differentiated learning experience including developing mastery
- Demonstrate attainment in computing