

Computing Scheme of Work

Autumn Term

Year 6

	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8	Week 9
Key Learning	Can create digital content to achieve a given goal. Communicate with a wider audience.	Makes appropriate improvements based on feedback. Can evaluate work for a given audience.	To not share personal information online and the consequences of doing so.	That problems can be decomposed into smaller chunks enabling solution to be found. Use logical reasoning to explain own algorithms and how they work.	Revisit the term 'Debugging' - trying to identify errors and correcting them independently.	Functions, What are they? Able to write modular programs using functions (procedures)	Variables - used to store data. Able to include variables within own programs.	Can evaluate work for a given audience. Recognise that different solutions exists for the same problem.	Can create digital content to achieve a given goal. Communicate with a wider audience.
Main Lessons	Introduce Blogging: A blog is a frequently updated online personal journal or diary. It is a place to express yourself to the world. A place to share your thoughts and your passions. Demonstrate how to create a blog and expectations for it.	Revisit blogs: Read through pupils work. Look at comments. What makes a good comment? How to improve blogs? Identify features that make blogs interesting to the reader.	Online Safety: Lesson 1, SWGFL SofW.	Scratch: Introduce the concept of a Frogger style crossing game. Show demo. Decompose the game into smaller chunks, eg. Create background and characters: add code to allow user to control the frog: create algorithm to make the cars move. Pupils create first step.	Scratch: Demo function to move frog back to the start if it touches a car. Might say Oops. Extension could include a change of costume for the hit frog.	Scratch: Pupils to create own function to return frog to start following a successful crossing of the road.	Scratch: Introduce variables—a means of storing information such as the score/level. Demo how to introduce another car for level two or speed up initial cars.	Scratch: Provide pupils with time to develop their games and evaluate them. Take a screen shot and paste into word with a write up of their game, how to play, rules etc. Format text to aid the reader.	Audio Books: Using tablets or easy mics get the pupils to record either their own or other sort stories. Add to Cloudu and share. Put up QR codes in library areas for others to listen to.
Software	Cloudu or J2e			Scratch	Scratch	Scratch	Scratch	Scratch / Word	Cloudu
Ongoing activities	15-20 min blogging time.	15-20 min blogging time.	15-20 min blogging time.	15-20 min blogging time.	15-20 min blogging time.	15-20 min blogging time.	15-20 min blogging time.	15-20 min blogging time.	
Online Safety	Know why it is important to restrict personal information.	Copyright: what is it? Acknowledge sources of information.	Talking Safely Online.						

Computing Scheme of Work								Summer Term	Year 6
	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8	Week 9
Key Learning		Has practical experience of a textual language when programming. Understands that programming bridges the gap between algorithmic solutions and computers.	Revisit terms, debugging, algorithm, sequence, variables. Understand that iteration is the repetition of a process such as a loop.		Can evaluate work for a given audience. Recognise that different solutions exists for the same problem.	Can create digital content to achieve a given goal. Communicate with a wider audience.	Collect, organise and presents information in a digital content.	Make judgements about digital content when evaluating it for a given audience.	
Main Lessons	Online Safety: Lesson 4, SWGFL SofW.	App Building: Discuss the difference between block coding , Scratch, and text based coding. Show the Balloon Game using Corona. Show a print out of the code with comments. Discuss the various sections and highlight the need for the children to accurately copy capital letters and spaces. Lead the pupils through the process of creating anew project and copying the code. Save and play.	App Building: Revisit the code and identify the variables and functions. Provide the children with the time to change numbers and see results. E.g. Change the size of the balloon or strength of gravity. Move the balloon starting position.	App Building: Revisit the code and ask the children how they might include a platform at the top of the game. Add code.	App Building: Add functions to remove a point if platforms touched. Involves collision. Provides time for pupils to amend their own games. Take a screen shot and paste into word with a write up of their game, how to play, rules etc. Format text to aid the reader.	Presentation: Create a trips week presentation for parents. Pupils to choose software and explain choice. Google maps: Use measure tool to get distances.	Presentation: Include pictures, titles and text. Able to format text, check spellings. Google maps: Use Street View to see sites.	Presentation: Emphasis audience.	Online Safety: Lesson 5, SWGFL SofW.
Software		Corona / NotePad++				PowerPoint or Prezi or J2E			
Cross Curricula	PSHE: Bullying								PSHE: Personal wellbeing
Online Safety	What's Cyberbullying?					Acknowledge sources used. Understand copyright.			Selling Stereotypes