Computing Curriculum Planner: Blenheim

Autumn	Spring	Summer

e-Safety- planned within PSHE / Citizenship using Somerset BYTE Awards

I am kind and responsible

Agree class internet rules based on personal responsibilities.
Include cyberbullying messages in Anti-bullying week.

e-Safety- planned within PSHE / Citizenship using Somerset BYTE Awards

I am safe

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.

e-Safety – planned within PSHE / Citizenship using Somerset BYTE Awards

I am healthy

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.

TIOL 1 - CORE

Year 6 Move My Information
3-5 sessions

- Build a list of the different services the Internet provides
- Increase understanding of how the internet works
- Present 'How the internet works'

TIOL 2 – CORE

Year 6 Using My Information

4 sessions

- Use resources to build children's understanding of search engines
- Search the internet to find information
- Children discover how to check reliability
- Make sure sources of information are acknowledged

Handling Data 1 – CORE

Year 6 Answer My Questions
4 sessions

- 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

Multimedia 2 – CHOICE

Year 6 My Non-Linear Presentation   4 sessions

- 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

Programming 1 - CORE

Year 6 Test My Topic with Scratch   8 sessions

- 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

Multimedia 1 – CORE

Year 6 Sell My School

2 sessions

- 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

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
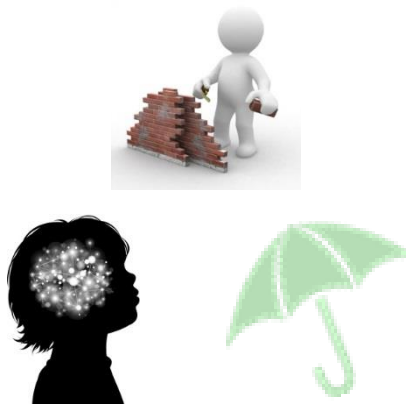- Demonstrate attainment in computing

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Basic Skills
(to support my learning across the curriculum)

- 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

WESSEX TEACHING SCHOOL